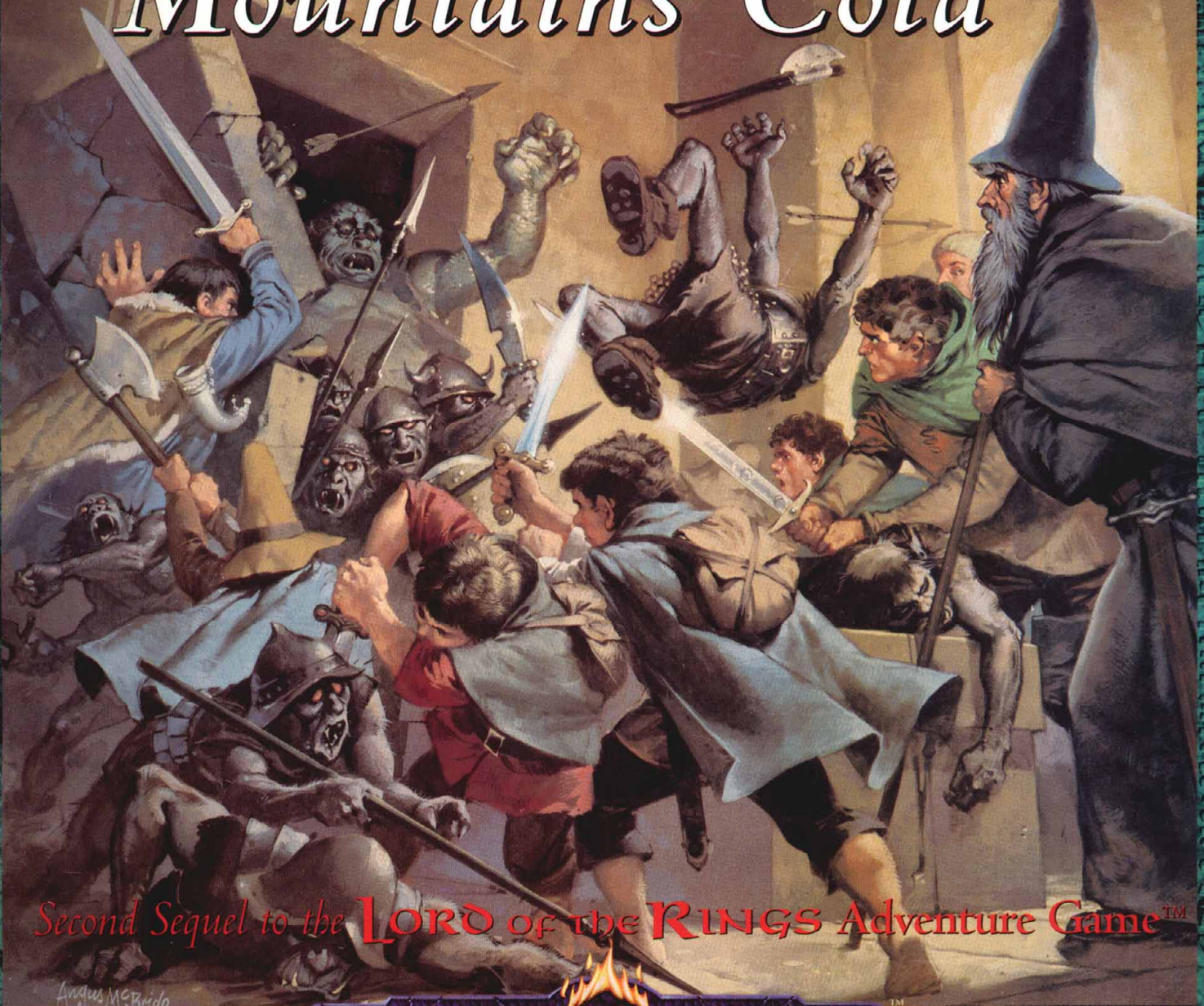


LORD^{of} the RINGSTM

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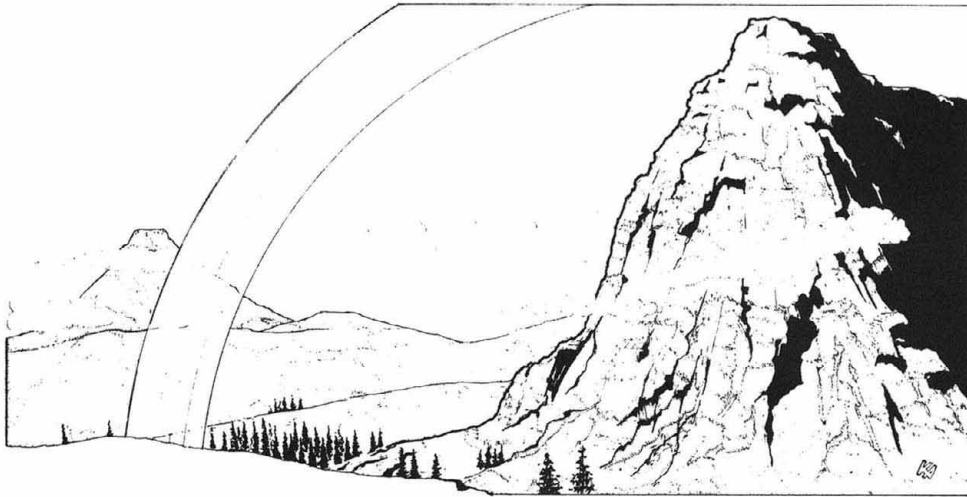
ADVENTURE

“Over the Misty Mountains Cold”



Second Sequel to the LORD of the RINGS Adventure GameTM

middle  earth



*Far over the misty mountains cold
To dungeons deep and caverns old
We must away ere break of day
To seek the pale enchanted gold.*

*The dwarves of yore made mighty spells,
While hammers fell like ringing bells
In places deep, where dark things sleep,
In hollow halls beneath the fells.*

*For ancient king and elvish lord
There many a gleaming golden hoard
They shaped and wrought, and light they caught
To hide in gems on hilt of sword.*

*On silver necklaces they strung
The flowering stars, on crowns they hung
The dragon-fire, in twisted wire
They meshed the light of moon and sun.*

*Far over the misty mountains cold
To dungeons deep and caverns old
We must away, ere break of day,
To claim our long-forgotten gold.*

—J.R.R. Tolkien, *The Hobbit*, page 14-15*

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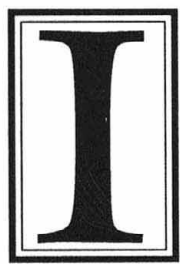
LORD ^{OF} THE RINGS

ADVENTURE GAME TM

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t was nighttime in Mirkwood Forest, and Moraglar sat in the topmost chamber of the highest tower of his citadel there. No torches illumined the vaulted space, but a single ray of light from the moon fell through a circular opening in the domed ceiling and onto the still waters filling a basin below.

The Elven mage frowned and peered more closely at the vague hues shifting within the basin.

"The son is like the father," he muttered. "Killing the elder has merely brought the younger to my threshold. Let him learn too that the Halflings should not meddle in the schemes of such as I!" He stroked the blade of the wicked knife secured in his belt.

♦ ONE ♦ INTRODUCTION

If you played the first trilogy of the *Lord of the Rings Adventure Game*™ when it was hot off the presses, you've had a long wait for the next adventure. Let's hope our mothers' words were right: *Anticipation only makes a good thing better!*

You'll be the judge of that. (Although I suspect that Middle-earth and FRP are on your list of *Things to Enjoy* for good!)

Right now you stand at the beginning of the first adventure of the second trilogy. You won't meet the villain who awaits adventurers in Mirkwood quite yet, but you'll see some of his nasty handiwork. And the Misty Mountains should be quite exciting enough, even without his presence!

Gather your players, and read aloud the summary below ("BAD MEN, FULL O' THIEVERY") to remind yourselves of the adventurers' daring deeds in the bandit keep. (If you weren't able to play that adventure, give each PC 500 *Experience Points* and make sure they all know that they have a copy of the map of refuges used by enemies of the Necromancer—page II.)

While your players update their *Character Records*, you (the GM) should read silently to yourself THE TALE (background for this adventure), AN OLDER TALE (background for the entire trilogy), and KEEP IT UNDER YOUR HAT. Then go to page I3 for *Scene One*.

GM NOTE

It may have been so many months since your last session of role playing that you've forgotten who the principal characters are! If you're really drawing a blank, do reopen your *LOR* box and reread the character histories. But if you just need your memory jogged a bit, here's a brief list.

Tolman Greenthumb—the happy-go-lucky Hobbit Finder from Bree. His parents are dead, and he shares the family smial with his twin sister, Lily. Tolman is a Scout.

Lily Greenthumb—Tolman's practical Hobbit twin who paints exquisite landscapes and bakes the most mouthwatering crumpets in Bree-land. Lily is a Scout.

Gláin—a Dwarf from the Blue Mountains. He travels continually making trades (and money) throughout Eriador. Gláin is a Warrior.

Tatharína—assistant to Fanuira, Bree's expert healer and herbalist. Tatharína grew up among the Men and Hobbits of Eriador and knows little of her special Beorning heritage. She is a Bard.

Gallind—Elven Bard who promised his father that he would find the lost family heirloom, a crown named the Rhívaran. Gallind's home is in Rivendell.

Rilwen—a Half-elven naturalist who left Mirkwood as a child with her parents. She lives in Rivendell, but hopes to re-visit her birthplace and to return a pendant lent to her by a friend. Rilwen is a Ranger.



“BAD MEN, FULL O’ THIEVERY”

(Here is the summary that reviews your most recent adventure in the Trollshaws of Rhudaur.)

Gandalf the Grey turned up again after your confrontation with the Barrow-wight in “DARKER THAN THE DARKNESS.” His energy continues to surprise you and most everyone he knows. And, indeed, he seems to know everyone in Middle-earth and all their doings.

Certainly he had a firm grip on your own doings! He had managed to squeeze a little more information out of Nat and Gil after they spent some time in Bree’s lockhouse. He had chased you down merely to tell you the landmarks by which to identify the lair of Inledair the Bandit-king! And, in his usual fashion, Gandalf did not stay with you long.

Traveling without the Wizard’s company, you nonetheless located the bandits’ watchpoint and formulated a sensible strategy for approaching the hill unseen.

After your sneaky attack on the two scoundrels manning the watchpoint, you went on to the ruined keep where the remainder of the band lurked. The melee was furious, but the bandits were the losers. They won’t be troubling law-abiding travelers again any time soon!

Perhaps more important than Inledair’s defeat was your discovery of a map marked with axes and mallorn leaves. When you showed it to Elrond after reaching Rivendell, the Elf-lord was impressed by your find. Evidently the symbols on the map indicated the locations of forgotten refuges used by the Free Peoples in their long struggle against the Necromancer. Such safe places as these could be a significant factor in the continuing battle against the Dark Lord.

Elrond invited you to join his folk at the feast table that night, and merry and long has the celebration been.

THE TALE

(Here is the background for this adventure: “OVER THE MISTY MOUNTAINS COLD.”)

Moraglar, a Dark Elf in the service of the dread master of Dol Guldur, journeyed west of Mirkwood at the order of the Ringwraith named Khamûl. He rode across the Anduin, through the river vales, then plunged deep into the bowels of the Misty Mountains where the Goblins crawl. The Goblin-king made obeisance to the fell warrior and gave tribute into his hands. Moraglar’s steed stamped his hoof and snorted, unafraid of the darkened passages and dank caverns.

Up and up again to the light came the Elf. Then north through the foothills to the ruins of Carn Dûm. There he found a cape sewn of black snake-skins and a gauntlet fashioned of black horn and bat-pelts. Moraglar donned both and returned to Dol Guldur via a pass in the Misty Mountains.

A mighty storm heralded his passage and lingered among the peaks. Suddenly the sun burst through the dark clouds. A rainbow leaped in its light, touching down in a stony dell close by the path. Dancing amidst the prismatic light was a maiden with graceful arms and a gauzy cape that resembled light more closely than fabric. Joy and celebration shone in her face, and Moraglar felt wrath at her beauty. As she bent to the earth, sweeping her cape in a full circle, the Elf tossed his lodestone onto a fold of the radiant garment.

Pain. Terror. The rainbow maid tugged at her cloak which was pinned to the ground. The colored light in which she had danced and the rainbow were gone. She was trapped.

Moraglar laughed—a harsh sound—and rode onward. He would send an Orc to retrieve his lodestone in a week or two, or a year. When the rainbow's child had forgotten her joy and her light, the removal of the stone would no longer matter. She would be exiled from her sky-realm forever.

AN OLDER TALE

(This is background for the entire second trilogy, which includes: "OVER THE MISTY MOUNTAINS COLD" and "BEFORE THE GOBLINS" and "GREATEST OF THE FORESTS.")

In Bree, it is common knowledge that Tolman Greenthumb, Sr. was struck by lightning and killed. The tale is never told in full, but most folk assume that the minstrel Hobbit had a moment of ill luck while wandering the South Downs outside of town.

The assumption is false. Tolman died far away in Mirkwood Forest at the hands of an evil sorcerer. Tolman's widow, Rose, had no desire to bring the sorcerer's wrath to her home village. Nor did she wish her children to grow to adulthood with ideas of vengeance. Her silence received the approbation of Gandalf, who brought her husband's body home for burial.

However, the Greenthumb offspring possess spirits as adventuresome as that of their father, and it seems likely that they will eventually discover the truth. It is as follows.

Tolman, Sr. liked poking his nose into odd ruins, abandoned cottages, and unexplored caves. One spring morning when a light powdering of snow still covered the ground, he ventured inside a ring of crum-

bling standing stones. The wind seemed to whisper words in a language the Hobbit could not understand. The sun's rays strengthened, and the air warmed. The grass was green and lush within the circle, and no trace of snow obscured the golden *elanor* blooming there. Tolman drew his mandolin from its leather cover to play a summer ballad. His fingers plucked a few chords, then grew still. He sighed. The fifth pair of strings was missing, broken during his vigorous rendition of *The Ride of the Bullroarer* last month.

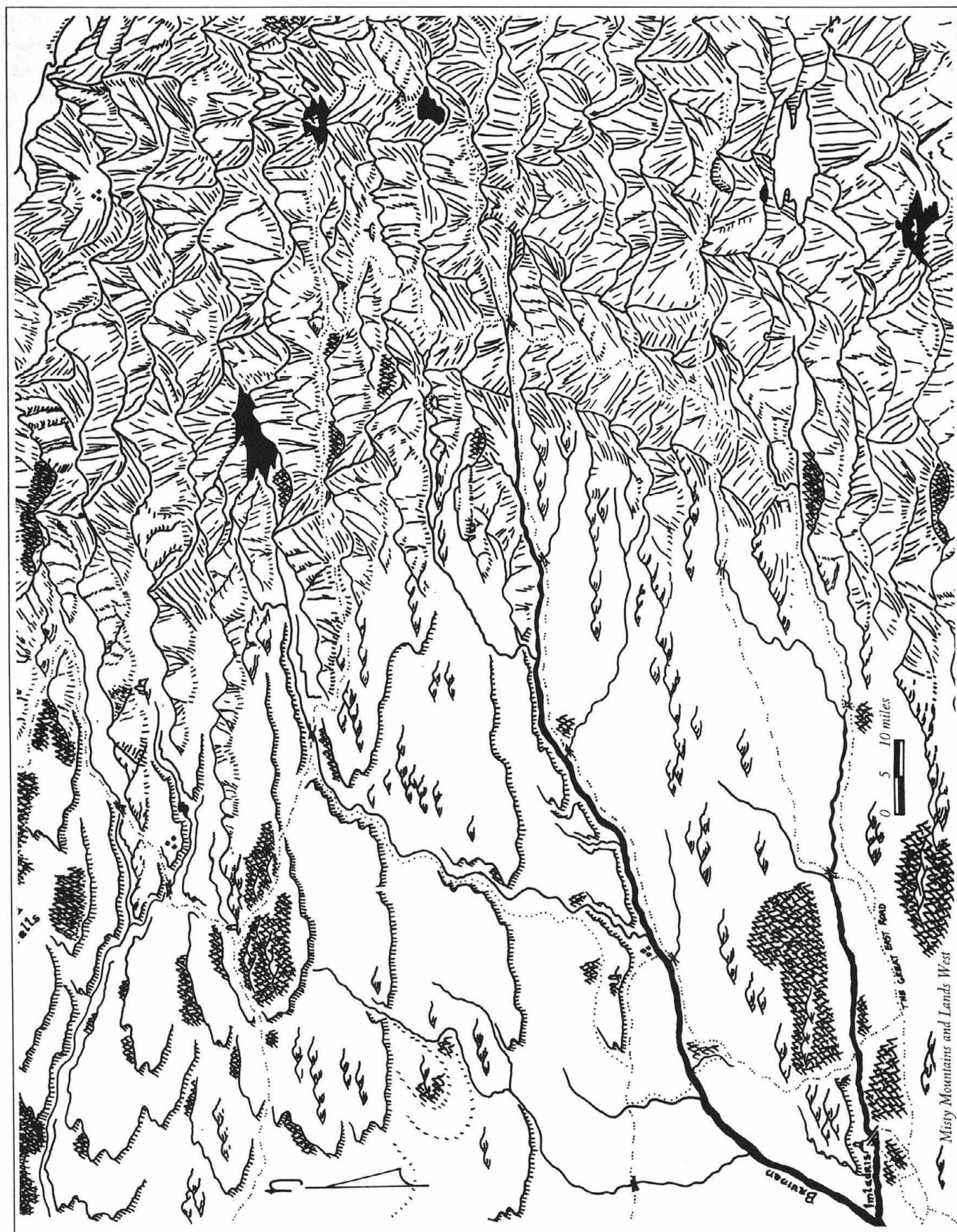
A faint twinkle in a clump of clover caught the Hobbit's eye. His hand reached out and drew a thin, gleaming strand of gold (or was it silver?) from the ground. His doleful face brightened. He secured the wire in the space left by the strings missing from his mandolin and struck a vibrant chord. The air seemed to quiver for as long as the deep note lingered.

Tolman broke other strings in his career as a minstrel, but the silvery gold strand found among the standing stones withstood any abuse and gave always the richest tones. The Hobbit discovered another of its capabilities many years later.

Strolling over the downs one evening, he encountered a bawling lamb. Its head was strangely twisted and pinned to the ground. Upon closer examination, it looked as though a spike had been driven through the creature's ear into the earth. Tolman leaped forward, angry at whomever was guilty of such cruelty, and yanked at the spike. It didn't budge. Surprised, the Hobbit pulled harder with no effect. He looked more carefully at the object anchoring the lamb's ear. It was oval, with rounded edges, and deep black in color.

The captive bleated again. Tolman sat down and pulled out his mandolin. A little music would help him think. He played the first meter of *Lily, Fair Lass of Oatbarton*. With the last note, the lamb shook its head, tossing the stone that had clamped its ear into the turf. It climbed to its feet and gamboled away toward the flock grazing on a neighboring hill.

The Hobbit combed the short grass with his fingers. He felt something hard, smooth, and oval. The moment his fist closed around it his vision faded. He seemed to be staring down a long, dark tunnel. At its farthest end, a dark-haired Elf looked up, startled. Equally startled, Tolman let go the stone he had grasped. The gentle swells of the downs, stretching toward the horizon, filled his sight again.



The Hobbit was very cautious as he scooped the strange talisman into his pack. He muffled his hand with a handkerchief and used two sticks as tongs. Later, at home in his study, he experimented with his find. Nothing he did made it gain the weight it possessed when he first found the stone. However, the tunnel-like vision was easier to produce. Each time Tolman plucked the special string on his mandolin and then enclosed the stone in his hand, he saw the dark Elf, as though at a great distance. The stranger did not look to be a kindly individual; indeed, the frown on his brow grew more pronounced every time he filled Tolman's sight.

The Hobbit wrapped the stone in a long strip of linen and placed the bundle in a secret drawer located in his desk. When Gandalf visited Bree some month's later, Tolman asked his professional opinion about the talisman.

The Wizard had never seen such an item before, but he didn't like the look or the feel of it. He insisted that Tolman refrain from demonstrating its unusual tunnel vision to him. "If you must keep it, don't use it. Keep it safe and secret. Although I urge you to consult a friend of mine. Your talisman may be more dangerous than you think!"

These words led Tolman to pay a visit to Rivendell. The master of the house there, Elrond Half-elven, knew a little more about the stone. "This is a lodestone tied to a servant of Darkness. Although the stone enables such a minion to perform many foul deeds, it is almost more dangerous to keep than to return it to its owner. If he wishes, he could be watching and listening to us now through the lodestone."

Elrond rewrapped the talisman in its linen shroud and gave it to Tolman. "He will send one of his own to retrieve it eventually. He may come himself. If you are holding it at that time, it will be the worse for you. Yet, use care where you discard this thing. Place it only in a wilderness area, far from the innocent and helpless. It would be better if it were destroyed, yet a dragon's fires are required for that."

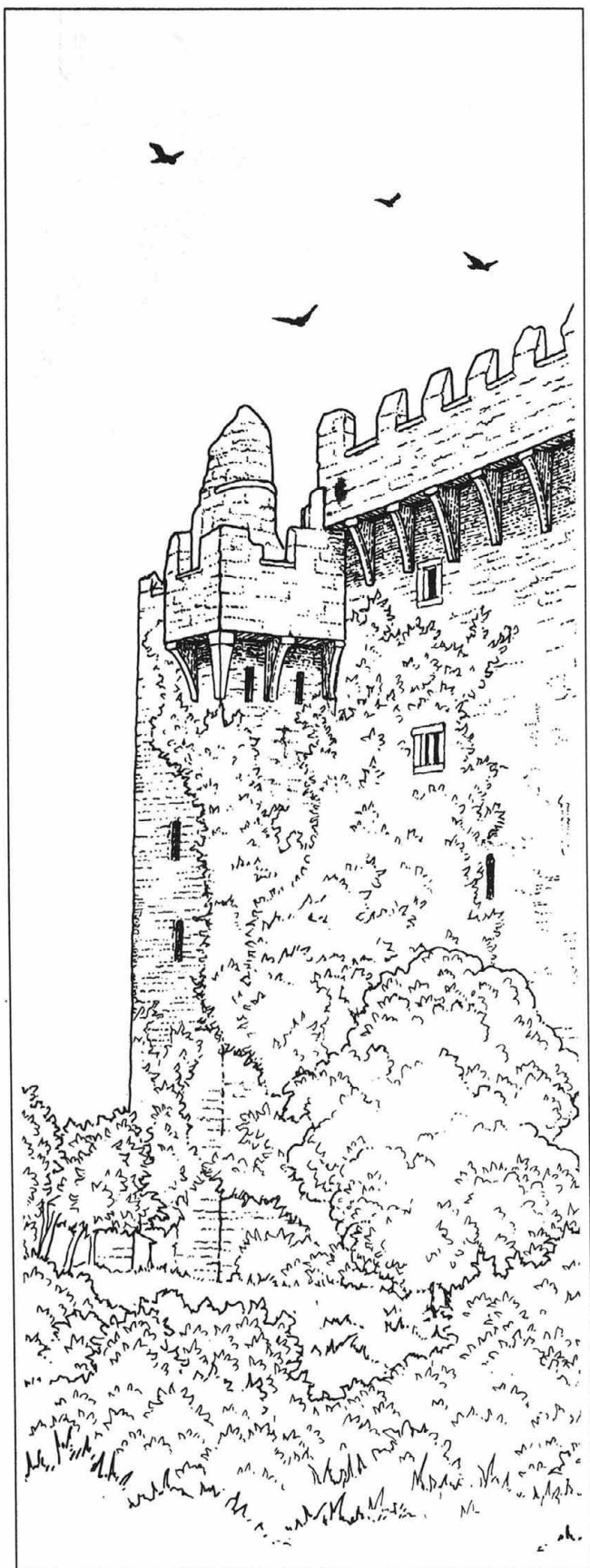
Tolman decided to travel to far Mirkwood and leave the lodestone among the forest's shadows. His journey across the Misty Mountains was not an easy one. He had many adventures—coming within a whisker's length of never emerging from the peaks at all—but I will not detail his close calls here.



The Hobbit went so far astray that he wandered into Lórien without knowing it. His initial welcome was not warm, but the Lady Galadriel grew more gracious after hearing his story. From her, he learned how the lodestone might be used to destroy its creator.

Tolman left Lórien refreshed and reprovisioned. His intent was simply to enter the outskirts of Mirkwood, cast the lodestone as far into its depths as possible, and return home to Bree. Moraglar preempted his plans. Upon arriving beneath the forest's eaves, the Hobbit was captured by Moraglar's Orcs. They brought him to their master's citadel and locked him in its dungeons.

However, mere locks would never be enough to keep Tolman behind bars. He escaped his cell and combed the fortification for an exit. He found one on the fourth day, after successfully eluding all the patrolling guards during his enforced visit. It wasn't soon enough. Moraglar was waiting for the Hobbit burglar who now knew far too much about the citadel, its Orc forces, and its defenses.



The Elf mage cast a lightning bolt at his escaping captive. Tolman plucked the special string on his mandolin, reversing the lodestone (which still reposed in his backpack) and channeling the bolt through the stone back to its caster. Moraglar was grievously wounded. Tolman was killed.

His body was discarded among Mirkwood's brambles like a sack of trash. Gandalf found him.

Beholding the corpse, the Wizard's shoulders slumped, and his face looked more careworn than usual. How would he break the news to Rose Greenthumb, Tolman's widow? Alas that the merry minstrel should have come to his end so prematurely and so far from home! Gandalf had counted the Hobbit among his friends.

KEEP IT UNDER YOUR HAT

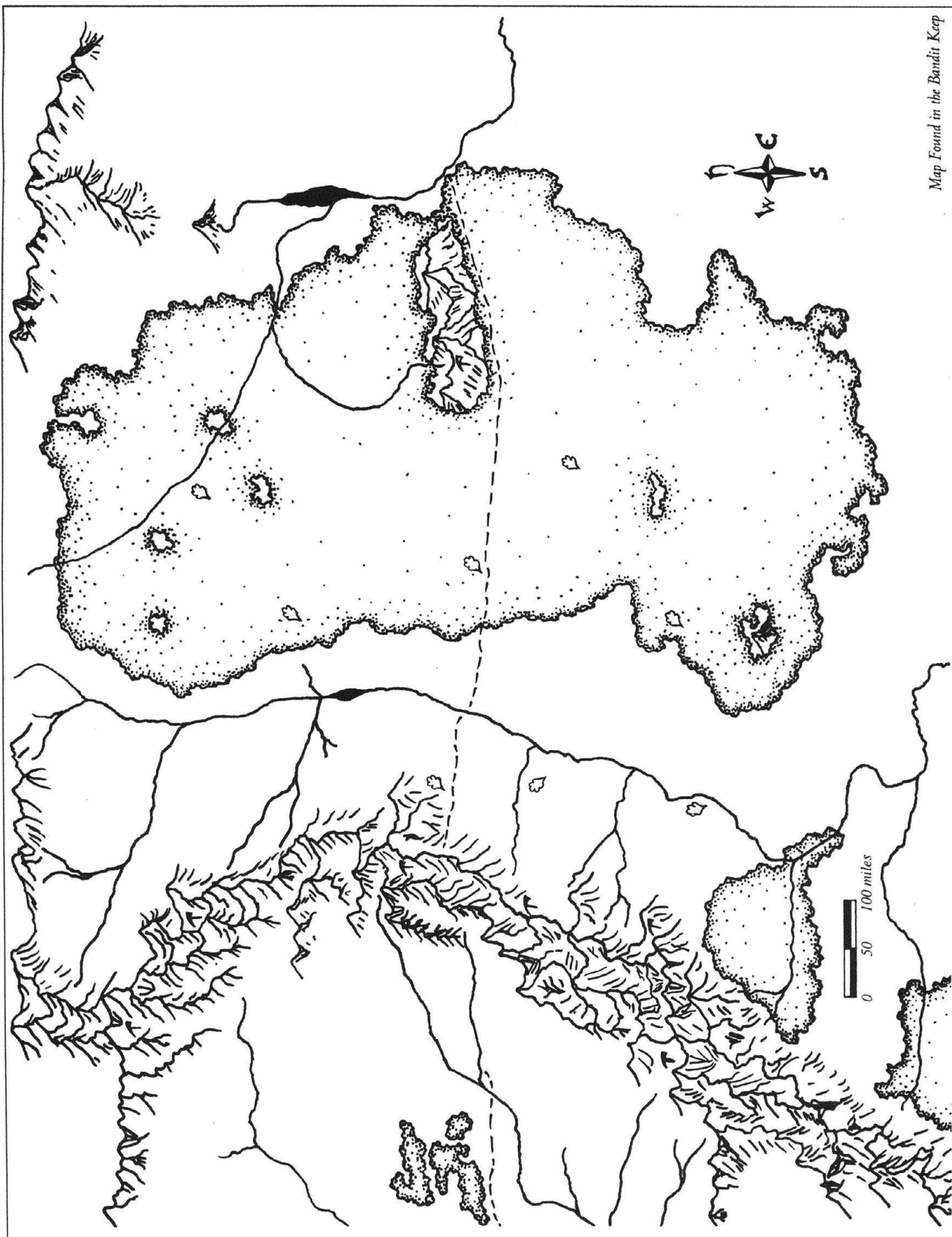
Since you are supposed to know more than your players, here is a brief summary of the adventure in "OVER THE MISTY MOUNTAINS COLD." Keep a poker face while you read it silently—players can do a lot with just the littlest hint!

Scene One: Gallind and Rilwen remember that their travels are not done. They withdraw from the feast in Rivendell to consult with their friends. When Lily, Tolman, Gláin, and Tatharína decide to go with them over the Misty Mountains, the group makes plans for the journey. They leave Rivendell, well-supplied, one fine summer morning.

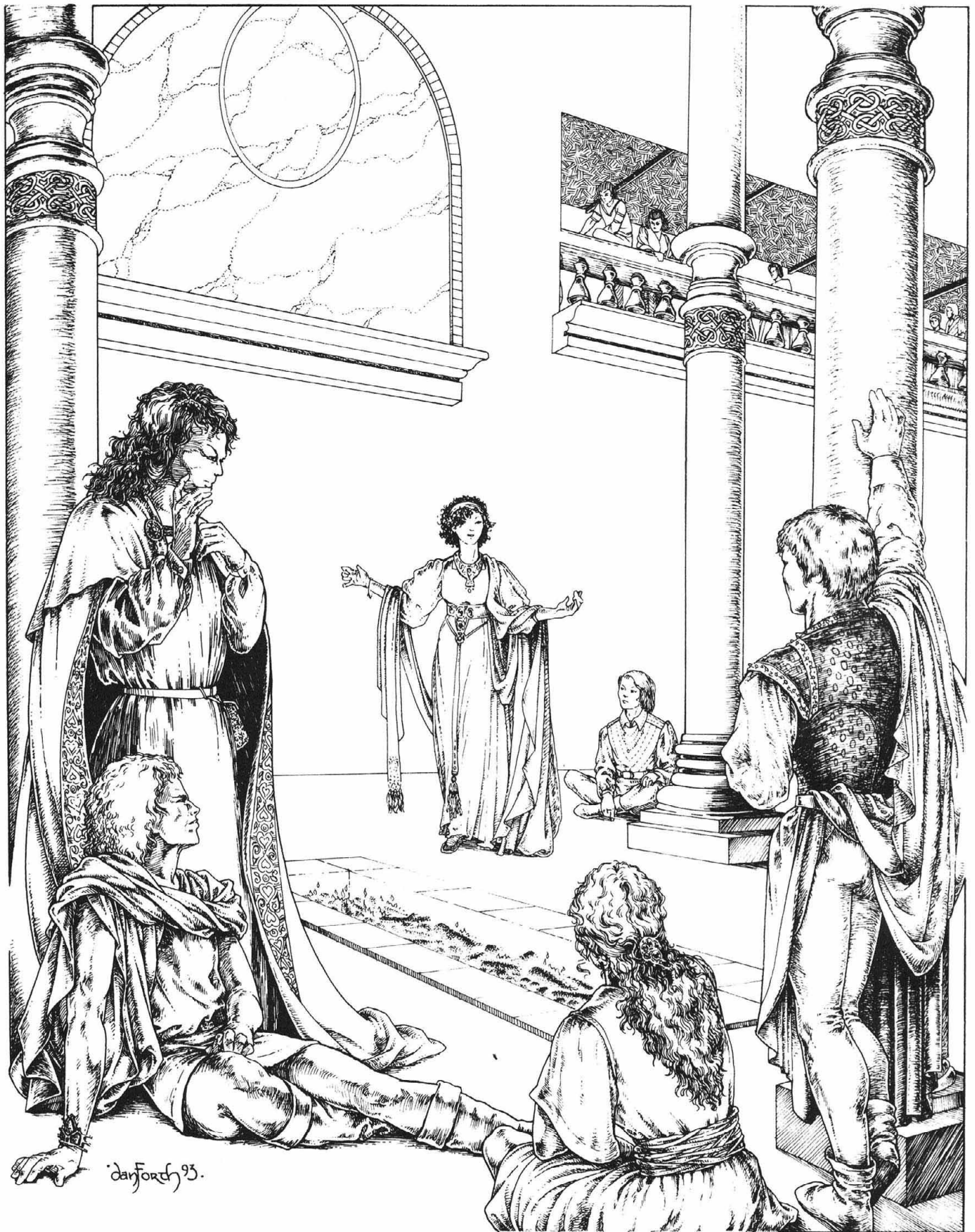
Scene Two: Once the PCs pass from the foothills into the mountains, their troubles begin. After they come across the remains of an old campsite, a dreadful storm blows up. Then Stone-giants arrive to play amidst the thunder and lightning. A pair of unusually hospitable Petty-dwarves offers them shelter.

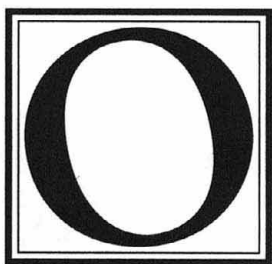
Scene Three: The adventurers discover Dwarven ruins. While exploring the tumbled stones, they meet a maiden caught in an unusual trap. They also find the entrance to a concealed refuge. Orcs attack when the PCs reach the topmost level of the refuge.

And now you're ready. Bring your imaginations to Rivendell—with its fragrant gardens, soft beds, generous meals, and wondrous inhabitants—then begin (*Scene One*, page 13).



Map Found in the Bandit Keep





Only the flickering flames of the hearth light the Hall of Fire tonight in Rivendell. The gleam of a golden strand of hair, a fold of the rich burgundy velvet of a lady's gown, the sparkle of a gem whose heart holds blue fire, the soft brow above a maiden's limpid eyes—these details move in and out of the shifting dusk.

And woven in with the fireshine and shadows, the rippling notes of a harp cascade through the air like a stream over pebbles in an echoing grotto. The silver tones of a flute join the melody, carrying your imagination far away to ocean swells draped with lacy foam and caressed by the wings of descending birds.

♦ TWO ♦

SCENE I: "A SHORT REST"

Scene One is composed of two *sequences*.

TO TRAVEL EAST allows the PCs to plan their journey over the Misty Mountains and to obtain the necessary gear.

"A HARD PATH AND A DANGEROUS" starts the adventurers on the first leg of this hazardous expedition.

TO TRAVEL EAST

This *sequence* makes the transition from the feast at the end of "BAD MEN, FULL O' THIEVERY" to the beginning of the journey in "OVER THE MISTY MOUNTAINS COLD."

The revels in Elrond's house continue long into the night. The Elvish appetite for music and poetry, entertainment following the feast, far exceeds Elvish enjoyment of mere viands, however delectable.

Galoranna and Lauriel (Gallind's and Rilwen's friend) draw you into a side room at the close of the first ballad. They are eager to hear more of your adventures. Lauriel also begs her two friends to reconsider their plan to travel east.

"Please, please stay a few months before you depart on errantry again. I've missed you so!" she says with a merry smile. "If your new friends would join us, we could have such fun! Surely your promise to find the Rhívaran could wait a little, Gallind."

GM NOTE

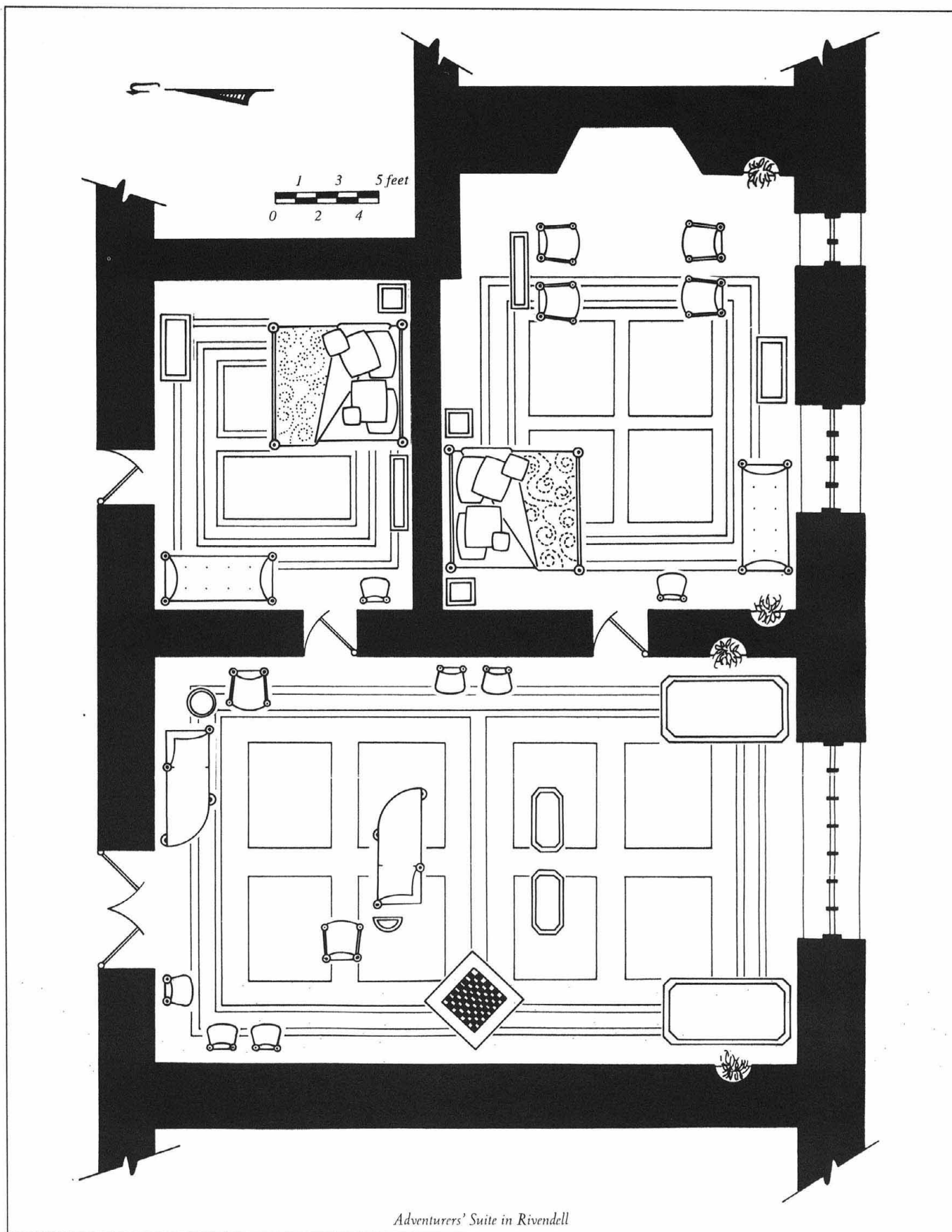
The players role playing Gallind and Rilwen may have forgotten that their characters had particular goals when they were sidetracked in Bree by Lily Greenthumb. Now is the time to remind them.

Rather than baldly restating their self-appointed duties, let an NPC remind them indirectly. Lauriel is ideal for the purpose. She has missed her friends while they were away fighting Trolls, Barrow-wights, and bandits. She doesn't want them leaving any time soon.

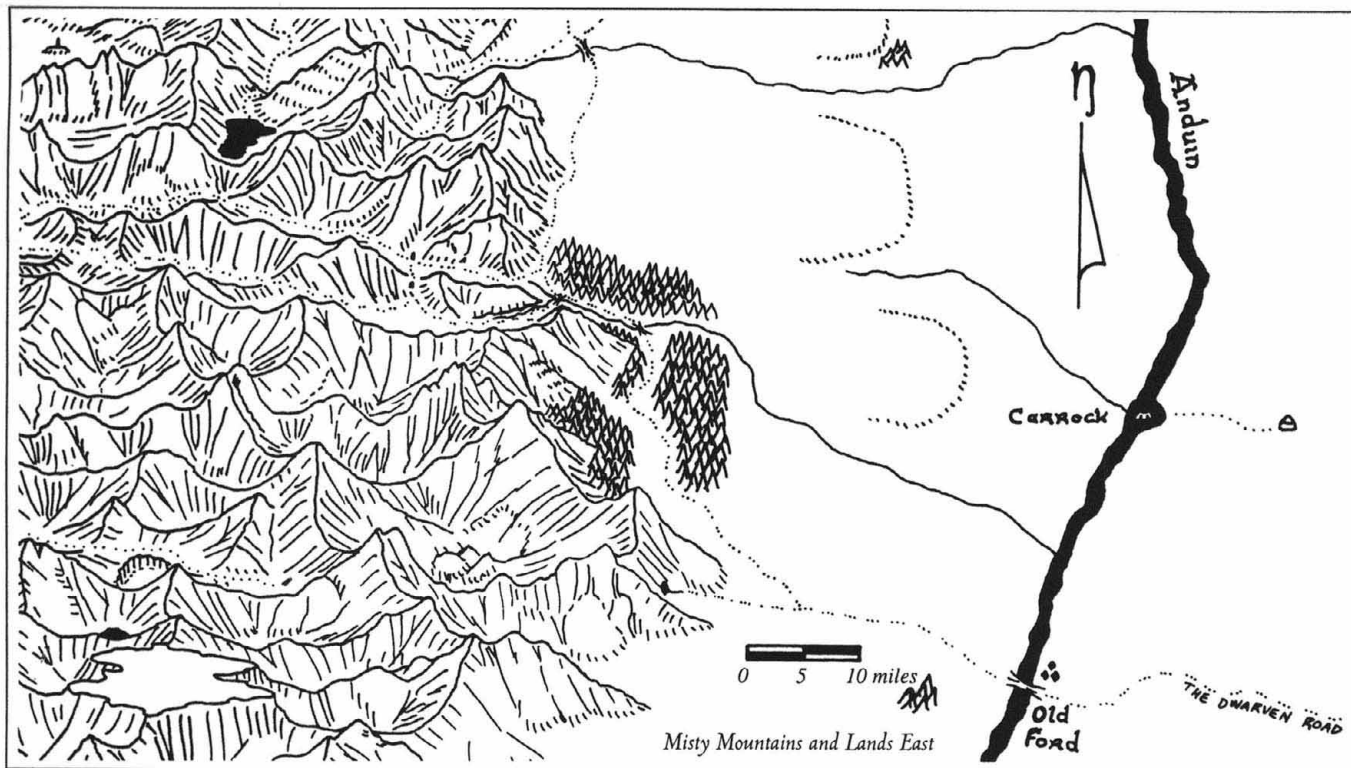
What if you, the GM, have forgotten what Gallind and Rilwen were planning? Here's a reminder.

Gallind had pledged to fulfill his father's oath to find and return the crown named Rhívaran to its owner Tathariel. He intended to set out on his quest immediately following his adieu to his parents in the Grey Havens.

Rilwen hoped to return the pendant lent to her by Tathariel many years ago. She was setting out to do so when Gallind's mother and father decided to depart for the West. She postponed her departure to accompany her friend to the Grey Havens.



Adventurers' Suite in Rivendell



GM NOTE

The other players may need help in finding good reasons for their characters to accompany Gallind and Rilwen across the Misty Mountains. After all, it will be a very dangerous trip.

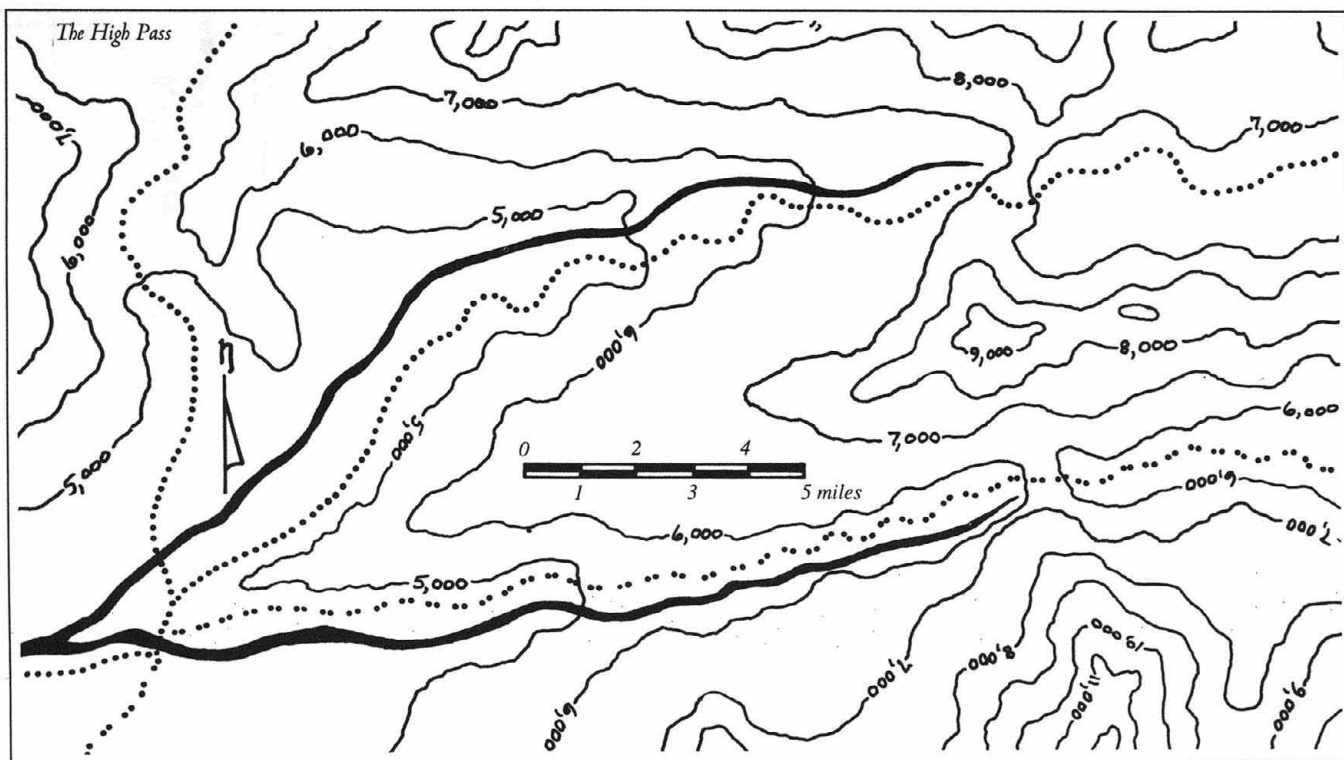
Friendship alone may suffice if the players are feeling a bond to one another due to the adventures they've experienced together. Something about trusting one's life to a comrade tends to create strong loyalties.

However, there are other reasons the PCs might wish to visit the Anduin Vales. Again you should use Lauriel, or perhaps Galoranna, to subtly suggest these ideas to the players.

Tatharina should have noticed that her Beorning heritage makes her a little different from anyone she knows. Her red hair, broader facial features, and extraordinary resistance to the cold are quite unusual. Yet she may possess untapped abilities which remain inaccessible without training. Only a visit to the Beornings who live in the Anduin Vales might uncover these mysteries.

Gláin is probably very curious about the Dwarven refuges marked on the map recovered from the bandits in "BAD MEN, FULL OF THIEVERY." An ancient Dwarvish artifact might lie hidden among the ruins, awaiting the first explorer to be recovered. In any case, the possibility of profitable trade should lure him east. The Beornings might be very happy to exchange their honey, furs, and waycakes for iron hoes, hinges, and table knives. Until recently the passage across the Misty Mountains was too risky for regular trade. But the Battle of Five Armies at the Lonely Mountain reduced the forces of marauding Goblins significantly.

Tolman and Lily Greenthumb should find out that their father had been a visitor in Rivendell before his death. Furthermore, he travelled all the way to Mirkwood for reasons unknown! The tale of his adventures remains untold in the West, but perhaps it could be uncovered in the East.



Once the PCs have decided to travel eastward, they will need to determine their route of travel and to equip themselves properly. Urge the players to start planning.

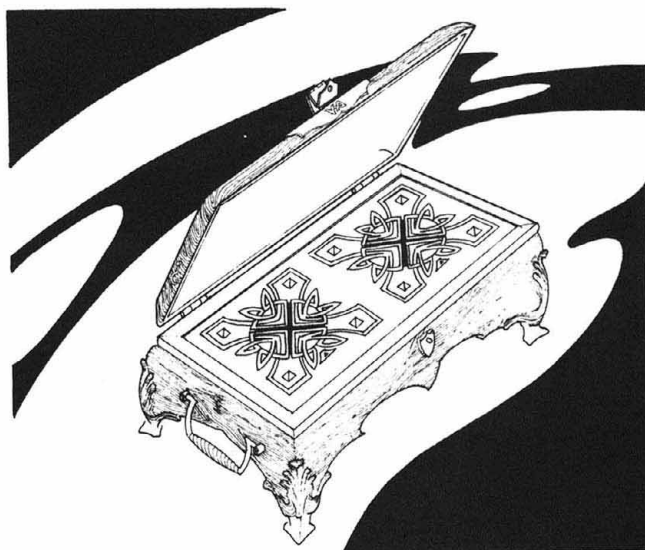
Now that you've decided to brave the dangerous journey over the Misty Mountains, you'll need to plan your route and determine what gear you'll need. You may wish to ask Elrond's advice concerning the best path across the mountains. Yet you could give some thought now to the equipment that will be necessary.

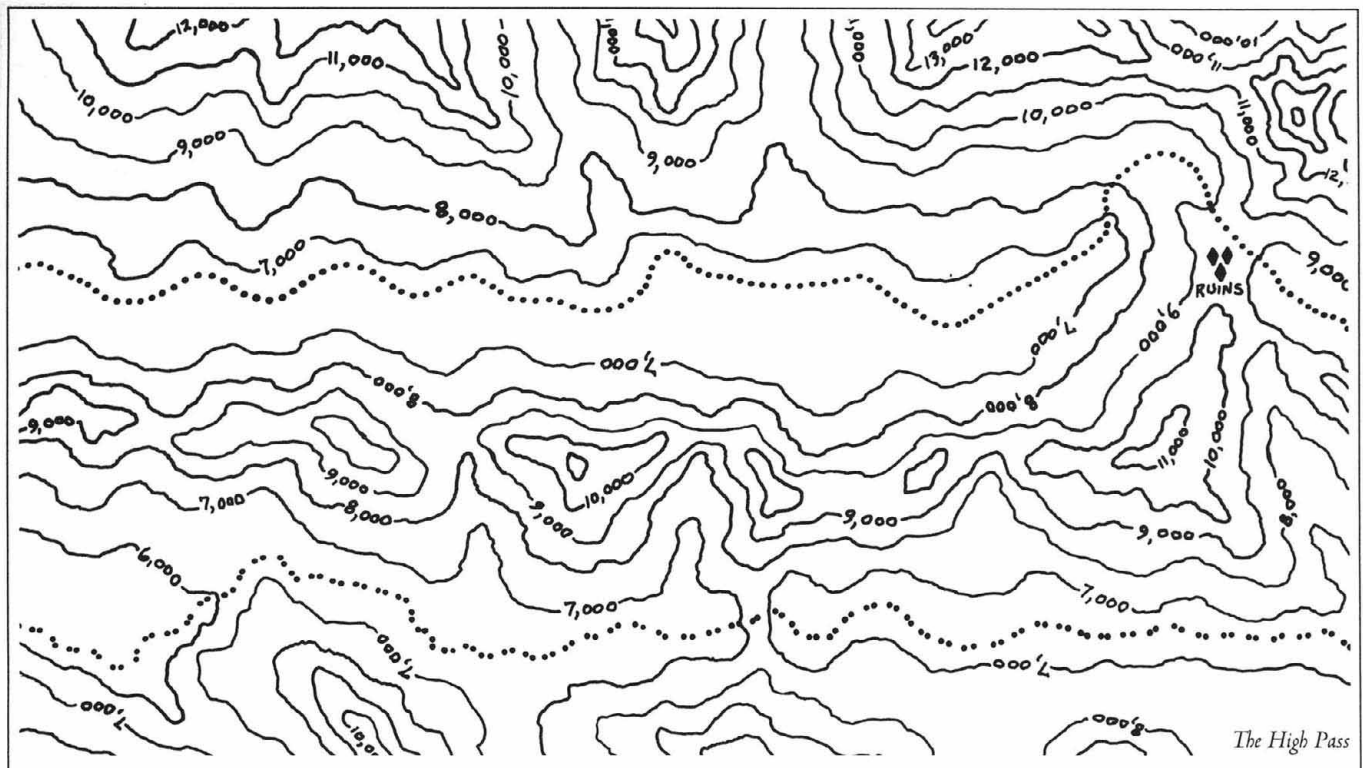
A list of the most important elements to be considered follows.

Use a copy of the chart on page 22 of *The Guidelines* (in the *LOR* boxed set) to record experience points during the players' discussion (as well as their subsequent adventures). Each point in the list below includes a suggested *EP* value.

- Will the PCs travel on foot or will they use ponies? If they are mounted, they will be able to carry enough provisions to last the journey. If they travel afoot, they will have to forage for food as they travel. (*EPs*: 3)

- Although they will follow a path or a road, no King maintains the way over the Hithaeglin. A fall of rock or the turn of a glacier may have blocked the route. The PCs should bring rope, and plenty of it, in case of emergency. Steel pitons would be a wise addition to the gear bag. (*EPs*: 15)
- Although it is summer in the Shire and in Rivendell, the heights of the mountains are cold as winter. Fur coats, woolen gloves and mufflers, and stout boots are necessary for survival. (*EPs*: 9)





- Wild beasts and rugged terrain are not the only hazards common to the mountains. Stone-giants sometimes play on the slopes, while Trolls and Goblins actively harass travellers. What strategies will the PCs use to outwit or avoid these enemies? (EPs: 10-20)
- Shelter is scarce in the mountains. No one lives there to grant the PCs a night in a barn or goat shed. The few caves near the road usually harbor something foul: Goblins, Trolls, Giants, or a hibernating bear. The PCs will require strong tents and thick bedrolls. (EPs: 8)
- Water will be common (streams, springs, and mountain tarns; ice and snow for melting), but the PCs will need containers and pots. (EPs: 2)
- Pasturage for ponies will be available, although at the highest points the grass may be inaccessible under an unexpected summer snowfall. Extra oats or barley meal might be advisable to keep up the strength of the mounts. (EPs: 5)
- The PCs may need to break camp early in the morning before dawn, or to set up camp long after sundown. Lanterns that function even in the driving rain are a must. (EPs: 3)

- Above the timberline fuel for fires will be scarce. Some provisions that can be eaten without cooking are a good idea. A small, oil-burning, portable stove—a rarity—is an even better idea. (EPs: 9)

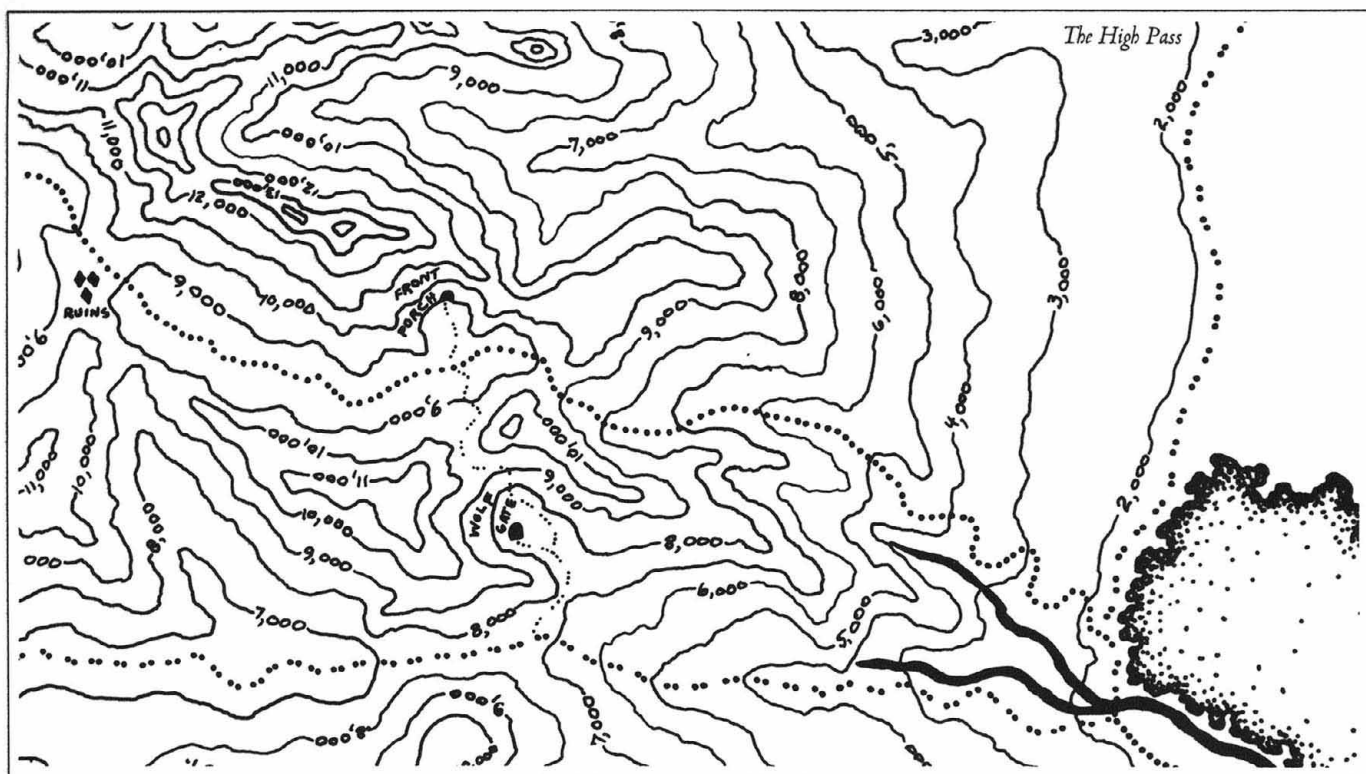
After the players have done some planning, you should encourage them to take a break and let their tired characters get some sleep.

"The moon has set!" exclaims Lauriel. "The hour must surely be late!"

"Indeed," says Galoranna. "I heard the clock strike one while we discussed the merits of a magical stove Gláin's father uses while traveling. It will be long before the great folk in the Hall of Fire seek their beds, but the rest of us would be wise to find some repose."

The sheets are soft, the quilts thick and warm, and the feather-stuffed pillows numerous in the Last Homely House. Each of you sleeps undisturbed until the sun's rays at your window and the smell of baking bread mingled with the sweet scent of freshly cut flowers wakes you.





Breakfast seems to rival the feast set before you last night. Cinnamon-sprinkled cakes; buttery pastries wrapped around peach preserves; scones filled with juicy currants; crepes rolled around sweet, soft cheese; toast covered with thinly sliced roast fowl; smoked trout paté spread on chive-flavored wafers; apple crescents paired with blue-veined cheeses; strawberries drowning in clotted cream; and peeled segments of orange so juicy and free of membrane and albedo (that's the white stuff inside the rind) as to melt in your mouth like honey drops. The only beverage is a cool liquid as clear as water, yet possessing a delicate flavor that reminds you of roses, apples, and falling snow mixed up together. With one swallow, your longings for tea or chocolate or juice fade into oblivion.

After the meal is cleared away, a strange Hobbit enters your parlor. He wears a blue waistcoat and dark green trousers. His hair is grey, but his eyes possess a youthful twinkle. His belly is quite round! "Bilbo Baggins at your service," he proclaims with a bow. "I am a fellow guest in Elrond's House, and I learned at yesterday evening's feast that you will be crossing the Misty Mountains. I made that journey myself several years ago. Perhaps my experience could be of use as you plan your journey."

Encourage the players to role play their characters' greetings to the famous old Hobbit. The Bree-landers have never met him, but Gallind and Rilwen may remember that he has visited Rivendell several times when they were small.

Before the PCs converse with Bilbo for more than a few minutes, Gandalf joins them.

"My dear Bilbo, greetings. What surprising places I meet you!" The Wizard turns his gaze to the rest of you. "Well met, friends! I am glad to find you all in one piece! I, myself, arrived here in Rivendell this morning at dawn.

The Wizard concluded his business (that took him away after his pause at Hir Rusark's Barrow) faster than he had thought possible. He tells the adventurers that the High Pass used by Bilbo is much safer these days than it was and pulls out a map of the route. Show the players the maps on pages 15-17, 19. They should be able to see that their map, when compared with the Wizard's, indicates that a Dwarven refuge may be hidden somewhere at the top of the High Pass.



GM NOTE

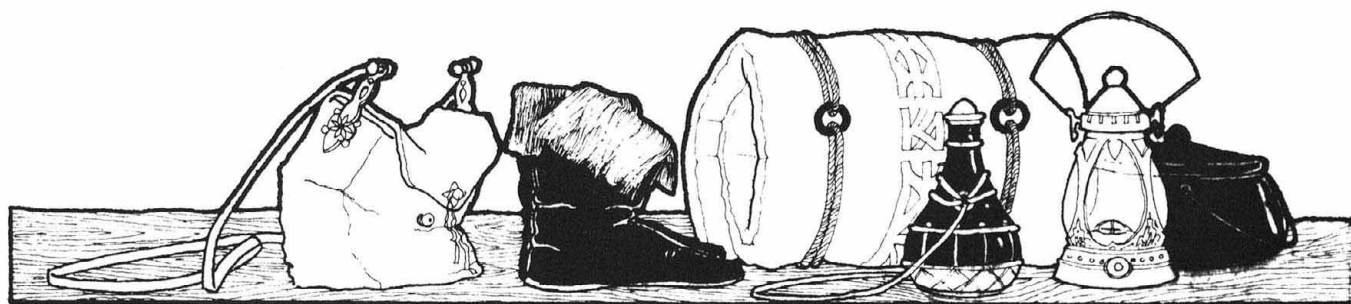
Hooded, wool cloaks and little else are the standard ill-weather garb for inhabitants of Middle-earth. However, the PCs would be wise to avail themselves of Rivendell's wider-than-usual selection of gear. The following list names the bulk of items the adventurers might want. If they request something not written here, give it some thought. The Elves might have it in their stores.

Wool coat, that closes down the front with horn and thong fasteners
 Wool hood
 Wool cap
 Wool scarf
 Wool mittens
 Wool gloves
 Woven wool breeches
 Woven wool blankets
 Lambswool hose
 Lambswool stockings
 Knitted lambswool under tunics
 Knitted silk under tunics
 Knitted silk hose
 Quilted coat, made of woven, silky fabric with fleece stuffing or goose down stuffing
 Quilted hood
 Quilted cap, with ear flaps
 Quilted mittens, can be worn over wool gloves
 Quilted booties, can be worn over hose or stockings and inside boots
 Quilted bed rolls
 Sheepskin coat, with the fleece turned inside
 Sheepskin mittens, with the fleece turned inside

Sheepskin boots, with the fleece turned inside
 Leather breeches
 Tents, made of the silky fabric
 Tarpaulins, coated with gum to make them waterproof
 Groundcloths, coated with gum
 Leather boots, coated with gum
 Leather jacket, coated with gum on the exterior
 Rope, light and strong
 Pitons, steel
 Ice axe
 Hammer, for pitons
 Rings, to pass climbing ropes through
 Pulleys, to rig a rope for lifting
 Oil lantern
 Oilskins
 Waterskins
 Pack covers, gum coated
 Cooking pots and utensils

The average citizen of Bree probably has no concept of layering garments for additional warmth and flexibility. Nor would the Elves, who are both less sensitive and more resistant to cold. However, many Dúnadan refugees from the royal line of fallen Arnor also make their home at Rivendell under Elrond's protection.

These persons retain many sophisticated concepts from their illustrious past. If layering (lambswool or silk next to the skin, insulation next—which varies from a light sweater to heavy quilting depending on weather conditions, and a waterproof layer on the outside) is among them, the PCs might get some valuable tips for surviving their trip into the mountains.



The PCs should be able to finalize their route through the mountains with Gandalf's help. The Wizard will also tell them that Elrond is so glad to have the map of Adan, Elvish, and Dwarven refuges that the adventurers are welcome to any gear (non-magical rope, pitons, cloaks, provisions, etc.) that they need.

Galoranna will locate the different cabinets, chests, and bins storing the equipment requested by the PCs. They should spend the afternoon gearing up and packing. Gandalf urges them to make an early start next morning.

GM NOTE

Players intent on resting in Rivendell for a few weeks or months before setting out should be reminded that the mountain passes are blocked by snowfall for much of the year. The hottest part of the summer provides the best guarantee of mild weather at high elevations. Although the road will be clear in the early and late portions of this season, blizzards do occasionally strike then. No sane traveler chooses to brave a snow storm in the mountains.

"A HARD PATH AND A DANGEROUS"

When the PCs depart from the Last Homely House, describe the events of their farewell and the terrain outside the valley.

Lauriel is waiting for you on the front steps of Elrond's House to bid you adieu. Although she is sad, tears do not follow her ideas for a proper send-off. Instead, she sings a humorous song about the mischances suffered by a traveler in search of a sheltered camp site on a windy evening.

Galoranna emerges from the stables and joins you. She leads you down the path to the stream, across the narrow bridge, and up the southern slope of the valley. Soon the path dwindles to a track and then disappears altogether. The side of the ravine steepens. With a final effort, you reach the rim.

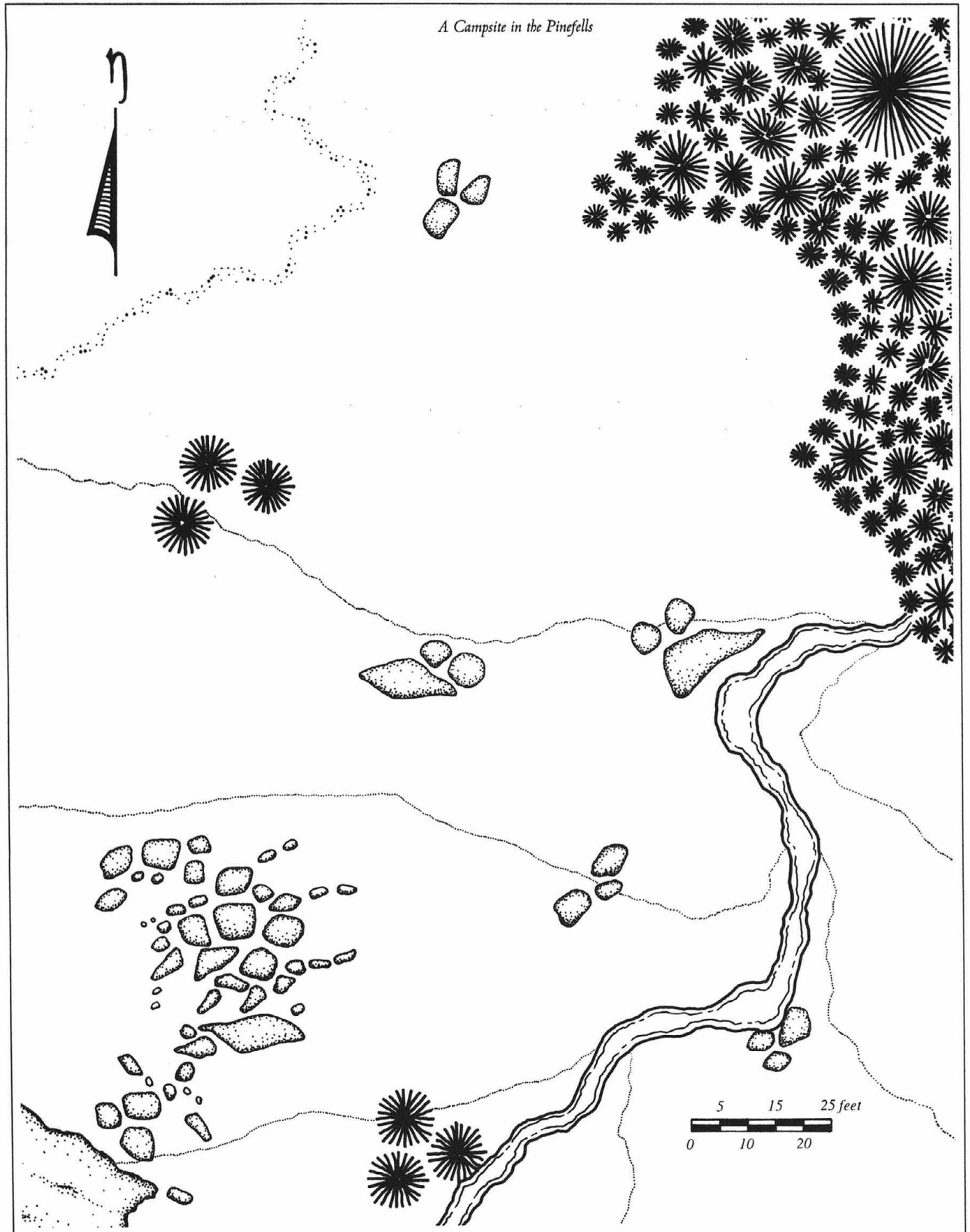
Galoranna, unburdened by packs and ponies, walks more swiftly than you do. She pauses to let you catch up, now that the ground is level, and calls, "I'll guide you as far as the road."



The same white stones that marked your way into Rivendell can be seen at intervals now. They end at the overgrown lane which is still called the Great East Road, despite its unkempt state along this section of its length. Galoranna announces, "I must leave you here. Farewell and good speed!"

The first leg of the journey—from the last white stone of the path into Rivendell to the point where the foothills become true mountain peaks—passes through the Pinefells. The numerous stands of conifers prevent the wind from sweeping through the region as it does in the Ettenmoors to the north. However, the hills are jagged and the terrain features many boulders and outcrops of granite. The Great East Road continues to dwindle—from a lane just wide enough to accommodate a farm cart to a track barely visible through the mossy grass called *sinblas* and entirely invisible across the frequent slopes of stone.

A Campsite in the Pinefells





The Misty Mountains grow steadily closer throughout the day. Patches of shadow, cast by hurrying clouds, move across the nearer flanks. Behind them, sunshine glitters on the snowy peaks in the heart of the range.

When your muscles begin to feel tired and languorous with the day's travel, the sun dips to the horizon behind you. Your shadows stretch out long and dark toward the east. The air acquires a golden glow. Bird song swells as meadow larks and mountain warblers prepare for bed. It is time for you to camp.

Ask the players to show you how they set up their camp site. They may wish to draw a diagram of it on a blank sheet of paper. Or perhaps they may simply arrange their cardboard figures on the map on page 23. Ask the players if their characters will stand watch. Have them write a list of who will be on watch at each hour of the night.

Tell them that you will assume that they make similar arrangements at future campsites unless they tell you differently.

Let this first night pass uneventfully, unless your players are spoiling for action.

GM NOTE

For groups who will not be contented by a quiet first night away from Rivendell, you can generate an encounter.

Great Bear

The Barg-moigh, "Great Bear," that roams the area usually eats plants or scavenges the kills of other predators. However, when hungry, these impressive creatures do find prey of their own.

A Great Bear stands eleven feet tall and weighs nearly 1,200 pounds. Its fur is black. Perhaps a ravenous Barg-moigh scents the PCs and decides on a nighttime raid. It attacks with its formidable claws. Its relevant stats are as follows:

Movement	3	Defense (normal) ...	3
Endurance	115	Defense (charging) ..	2
Melee OB	6	Defense (fleeing)	4

Special: Claws (+4 *Damage*); for *Damage* done to a Great Bear, treat U results as 25 *Damage* and for K results roll one die: results for 1-2 is 30 *Damage*, 3-6 is a K.

Chatmoig

The Chatmoig is a more unusual and rare predator that dwells in Rhudaur's hills. These huge, grey-pelted cats can reach a height of 6 feet at the shoulder. They are solitary beasts and show no hesitation in hunting any creature that infringes on their territory. Perhaps the PCs have camped in the territory of a Chatmoig. It attacks first with its claws. If the claw attack does damage, it makes a second attack on the same victim using its fangs. Stats follow below:

Movement	7	Defense (normal) ...	4
Endurance	100	Defense (charging) ..	3
Melee OB	7	Defense (fleeing)	6

Special: Claws and bite (+3 *Damage*); for *Damage* done to a Chatmoig, treat U results as 25 *Damage* and for K results roll one die: results for 1-2 is 30 *Damage*, 3-6 is a K



GM NOTE

If you follow this adventure exactly as it is designed, you won't need to generate any encounters with wild life or the inhabitants of the area—these are already described. However, you may be ready to start improvising a little. Your confidence as a GM is probably a lot higher than when you began "DAWN COMES EARLY." And your players are more likely to head in unexpected directions, too!

The encounter charts below will help you describe the creatures they meet if they leave the beaten path. Or want to spice up the already perilous journey through the Misty Mountains.

Roll the dice and use the charts when you wish to generate an encounter. (Make sure you *pretend* you are rolling for encounters from time to time when you aren't! This keeps the players guessing.)

The Pinefells

	<i>day</i>	<i>night</i>
2	"Little Bear"	Forest Troll
3	Great Elk	"Little Bear"
4	Rabbit	Grey Wolf
5	Losrandir	Gaich
6	Porcupine	Losrandir
7	Crows	Tree Bats
8	Gaich	Highland Lynx
9	Highland Lynx	Wolverine
10	Shaking Asp	Hill Troll
11	Moose	"Great Bear"
12	"Great Bear"	Chatmoig

The Misty Mountains

	<i>day</i>	<i>night</i>
2	Snow Leopard	Stone Troll
3	Great Elk	Snow Leopard
4	Mtn. Goat	Black Bear
5	Snow Hare	Grey Wolf
6	Songbirds	Mtn. Goat
7	Hawks	Bat
8	Deer	Bighorn Sheep
9	Golden Eagle	Cave Bear
10	White Fox	Orcs
11	Bighorn Sheep	Warg
12	Stone-giant	Cave Troll



Save for some wolf howls when the moon rises in the wee hours, the night is uneventful. "Rise 'n' shine" time is another story. The beds at Rivendell have habituated you to soft sleeping. When the sun wakes you at dawn, the turf-padded ground seems as hard as stone, and your limbs feel stiff and sore. Once you've swallowed a cup of hot tea, your circumstances seem a bit more palatable. There is an immediacy to the morning experienced fresh from a tent or a bedroll under the sky that is lacking in a Hobbit-hole or any residence full of comforts.

Your way continues to climb up and up and up. One day (the seventh, in fact) you realize that the slope you are skirting is not the shoulder of a foothill. Its peak shows bare granite and its uppermost meadows are above the treeline. You have reached the mountains!

The track you follow grows steeper. It twists and turns and frequently crosses rock shelves with a looming cliff wall on one hand and a sheer drop on the other. The air is chill—cold as winter in the mornings and cool, like early spring, at high noon.

The group has now begun the challenging traverse of the Misty Mountains. Turn to page 35 for SCENE 2: "OVER HILL AND UNDER HILL."

Bat

Numerous caves in the Misty Mountains harbor bats. At night, the creatures stream out through natural chimneys (and other fissures inaccessible to wingless beasts) to hunt insects. Use an encounter with bats for mood, since they pose no real danger.

Movement (fly) 0 Defense (normal) ... 4
Endurance 2 Defense (charging) . 2
Melee OB (horns) ... -2 Defense (fleeing) 6

Special: Tiny bite (-6 *Damage*).

Bighorn Sheep

These sheep are distinguished by their thick, curling horns. They are quite shy, and PCs are likely to see them only from a distance. Foraging PCs may wish to hunt a bighorn sheep—but will have difficulty following the climber across the cliff faces that are its home.

Movement 7 Defense (normal) ... 4
Endurance 23 Defense (charging) . 3
Melee OB (horns) ... 3 Defense (fleeing) 6

Special: Horns (+0 *Damage*).

Black Bear

The black bear of the Misty Mountains resembles the "Little Bear" of Rhudaur in every way excepting the color of its fur. The "Little Bear" is brown, while the black is, obviously, black. See the "Little Bear" for stats.

Cave Bear

The cave bear of the Misty Mountains is as big as the Barg-moigh of Rhudaur, but its claws are larger, its fangs longer, and its disposition crustier. If the PCs encounter one, watch out! This beast attacks whenever its privacy is infringed upon.

Movement 3 Defense (normal) ... 3
Endurance 120 Defense (charging) . 3
Melee OB 6 Defense (fleeing) 4

Special: Claws and bite (+5 *Damage*); for *Damage* done to a cave bear, treat a U result as 25 *Damage* and for a K result roll one die: result for 1-2 is 30 *Damage*, 3-6 is a K.

Cave Troll

Cave Trolls are larger and nastier than Stone Trolls. The biggest stand 14 feet tall. Their hides are scaly and pale, and they rarely emerge from the caverns that are their home. Sunlight turns them to stone.

Strength 4 Missile OB -2
Agility -2 General 3
Intelligence -3 Subterfuge 0
Movement 1 Perception -1
Defense (normal) 3 Magical -6
Melee OB 6 Endurance 110

Special: Club (+3 *Damage*); thrown rock (+6 *Damage*); *Defense* (charging) 2, *Defense* (fleeing) 4; for *Damage* done to a Cave Troll, treat a U result as 15 *Damage* and for a K result roll one die: result for 1-4 is 20 *Damage*, 5-6 is a K.

Chatmoig

See the stats in the GM Note on page 25.

Crows

Some crows act as spies for Sauron and his minions. Most of the Free Peoples suspect some malign influence and rightly regard the circling creatures as a menace. However, the birds themselves are relatively small and harmless. Use an encounter with crows to scare the PCs by suggesting that someone unknown is watching them!

Movement (fly) 6 Defense (normal) ... 4
Endurance 4 Defense (charging) . 2
Melee OB 0 Defense (fleeing) 6

Special: Attack is a combination of pecking, clawing, and wing flapping (-3 *Damage*).

Deer

The deer of the Misty Mountains are timid creatures. They shelter in the forests below the timberline during harsh weather, but move to the high meadows to graze on the grasses and shrubs. Foraging PCs who hunt a deer will find it a succulent addition to the stew pot. Although the stats below indicate an *Offensive bonus* for the creature, it is more likely to flee than turn and fight its hunters. Aggression is reserved for members of other deer herds.

Movement 9 Defense (normal) ... 4
Endurance 35 Defense (charging) . 2
Melee OB 2 Defense (fleeing) 6

Special: Trample (+0 *Damage*), males in mating season have tough horns (+1 OB, +1 *Damage*).

Forest Troll

Forest Trolls remain the closest to their Ent ancestry of all the Wild Trolls. They stand only 8 to 10 feet tall, are quite agile, and hunt with slings and snares. They can survive in diffuse sunlight (all stats at -1), but turn to stone in full daylight.

Strength.....	3	Missile OB (sling) ..	5
Agility	1	General	3
Intelligence	0	Subterfuge	1
Movement	3	Perception	0
Defense (normal)	2	Magical	-4
Melee OB	2	Endurance	75

Special: Skinning knife (+0 *Damage*); sling (+0 *Damage*); *Defense* (charging) 1, *Defense* (fleeing) 3; for *Damage* done to a Forest Troll, treat a U result as 20 *Damage* and for a K result roll one die: result for 1-3 is 25 *Damage*, 4-6 is a K.

Gaich

The Gaich is a large fox whose pelt is black in summer and white in winter. It hunts rabbits, voles, mice, ducks, and other small creatures. It poses little danger to PCs, although they may wish to hunt the Gaich for its fur or its flesh (which tends to be rather stringy).

Movement	0	Defense (normal) ...	5
Endurance	22	Defense (charging) ..	3
Melee OB	1	Defense (fleeing)	7

Special: Bite (-2 *Damage*).

Golden Eagle

The largest of these eagles prey on goats and sheep, but hares, gophers, and rodents are their more usual food. The golden eagle has a wingspan of 8 feet. Its plumage is gold-colored as is its beak. Few PCs will ever see the bird anywhere but soaring in the heavens.

Movement (fly)	9	Defense (normal) ...	3
Endurance	25	Defense (charging) ..	1
Melee OB	2	Defense (fleeing)	5

Special: Diving beak strike (+1 *Damage*), claws (-1 *Damage*) strike only if the beak attack delivers *Damage*.

"Great Bear"

See the stats in the GM Note on page 25.

Great Elk

The Great Elk is a large, brown deer measuring from 5 to 8 feet at its shoulder. Both males and females bear a rack of antlers. The Great Elks roam in huge herds (1,000 to 20,000 individuals), which are generally quite able to defend themselves against predators. Only the sick who cannot keep up with the herd fall to the wolves. Foraging PCs seeking Elk meat for the stew pot will have an advantage over the ordinary predator if they use missile weapons—staying out of range of the deadly hooves of the Elk.

Movement	7	Defense (normal) ...	3
Endurance	95	Defense (charging) ..	2
Melee OB	4	Defense (fleeing)	4

Special: Hooves (+2 *Damage*), antlers (+2 OB, +1 *Damage*) are used against other Elk in mating season.

Grey Wolf

The grey wolf is a powerful, muscular canine with a thick coat of hair and a bushy tail. It lives in family groups that that roam and hunt together, often developing sophisticated tactics. In the mountains the grey wolf preys on the elusive sheep and goats of the peaks as well as the smaller gophers, hares, and rodents. In Rhudaur, its favored game is elk and *Losrandir*. Travellers have been attacked by hungry packs unable to find their usual prey.

Movement	7	Defense (normal) ...	3
Endurance	55	Defense (charging) ..	2
Melee OB	3	Defense (fleeing)	4

Special: Bite (+0 *Damage*), used on the run to slash at a victim's weakest points: belly, throat, backs of the leg joints.

Hawks

The hawks of the Hithaeglir are characterized by a curved beak, rounded wingtips (for silent flight), and aggressive hunting behavior. The raptors have wingspans of 6 feet and prey on hares, gophers, and rodents.

Movement	11	Defense (normal) ...	5
Endurance	13	Defense (charging) ..	3
Melee OB	1	Defense (fleeing)	7

Special: Diving beak strike (-2 *Damage*), claws (-1 *Damage*) strike only if the beak attack delivers *Damage*.

Highland Lynx

The highland lynx is an effective hunter and fisher that lives in prides of 5 to 8 cats. The animals have an intricate social structure and hunt in groups. They bring down large game using tactics similar to those employed by wolves. The lynxes in Rhudaur sport tufted ears, a tawny pelt mottled with a pattern of ragged, brown rings, and reach 3 to 4½ feet at the shoulder.

Movement7 Defense (normal) ...6
Endurance30 Defense (charging).4
Melee OB2 Defense (fleeing)8

Special: Claws and bite (-1 *Damage*).

Hill Troll

Hill Trolls are the most common of the Trolls. They stand 9 to 12 feet tall, have a brutish sense of humor, and use clubs and thrown stones to attack whoever they encounter while feeling quarrelsome. They cannot withstand the sun, turning to stone under its rays.

Strength.....4 Missile OB3
Agility-1 General3
Intelligence.....-1 Subterfuge0
Movement1 Perception0
Defense3 Magical-6
Melee OB6 Endurance90

Special: Club (+3 *Damage*), thrown rock (+1 *Damage*); Defense (charging) 2, Defense (fleeing) 4; for *Damage* done to a Hill Troll, treat a U result as 15 *Damage* and for a K result roll one die: result for 1-4 is 20 *Damage*, 5-6 is a K.

"Little Bear"

The "Little Bear," or Barg-dign, of Rhudaur weighs nearly 300 pounds and stands 6 feet tall. It has brown fur. Like its cousin, the "Great Bear," the Little Bear eats plants, scavenges the kills of other predators, and occasionally hunts prey itself.

Movement2 Defense (normal) ...2
Endurance75 Defense (charging).1
Melee OB5 Defense (fleeing)3

Special: Claws (+4 *Damage*).

Losrandír

The Losrandír is a hardy, gregarious deer. Its pelt is grey or silver, and both males and females bear large antlers. Female Losrandír move in large herds, while the males travel in small groups or alone. The animal's flesh is an excellent addition to the stew pot; its skin makes fine leather; and the creature itself can be tamed for use as a beast of burden.

Movement9 Defense (normal) ...3
Endurance55 Defense (charging).2
Melee OB2 Defense (fleeing)4

Special: Trample (+1 *Damage*), antlers (+2 OB, +1 *Damage*) are used by males against other Losrandír in mating season.

Moose

The moose is the largest member of the deer family. It stands from 7 to 9 feet tall at the shoulder and, when enraged with mating frenzy, will bulldoze a path through the forest, simply knocking down saplings that get in its way. The moose has huge, flattened antlers, an overhanging muzzle, and a flap of skin hanging below the throat.

Movement8 Defense (normal) ...3
Endurance90 Defense (charging).2
Melee OB3 Defense (fleeing)4

Special: Trample (+2 *Damage*); in mating season: trample (+4 *Damage*), antler bash (+3 OB, +6 *Damage*).

Mountain Goat

The mountain goat of the Hithaeglir possesses a shaggy white coat, short black horns, and small sharp hooves which give it phenomenal climbing abilities. The creature can be domesticated, as the herd of goats tended by Steppin and Draitimmer (Petty-dwarves encountered by the PCs in the sequence: "A DRY CAVE") attest.

Movement7 Defense (normal) ...4
Endurance35 Defense (charging).2
Melee OB1 Defense (fleeing)6

Special: Horns (+0 *Damage*).

Orcs

See the stats in the GM Note on page 75-76.

Porcupine

The porcupine is a relatively large rodent known for the long spines or quills that cover their back, sides, and upper tail. Herbivorous mammals, they live in burrows and feed on roots, berries, nuts, and bark. They flee danger, but if cornered their main defense is their spines.

The spines are loosely attached to the porcupine's skin and end in barbs. A predator who strikes the creature will find its paw or mouth punctured by 3 to 5 quills. The quills must be cut off where they enter the victims skin and the barb worked forward until it emerges from another exit (usually another tear made in the vicinity of the wound). The porcupine of Rhudaur has the unique ability to shoot its spines like darts. (Limited to a range of 10 feet.)

Movement.....-3 Defense (normal) ...2
Endurance12 Defense (charging).1
Melee OB (quill)....-3 Defense (fleeing)3
Missile OB (quill)..-4

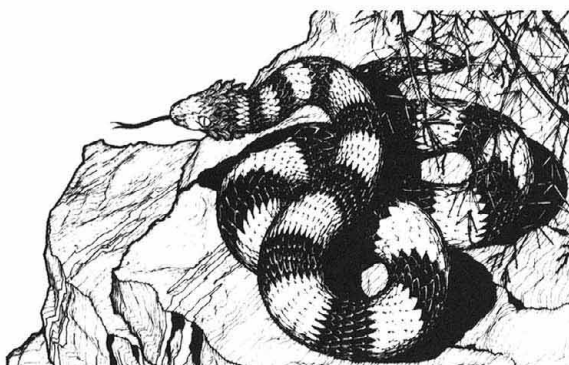
Special: Quills (-3 Damage).

Rabbit

The rabbit is a small, herbivorous mammal possessing extremely long ears, short tails, and well-developed hind limbs which help them excel at leaping. The creature makes a tender addition to the stew pot. The same hind legs that allow the rabbit to flee predators (at up to 35 mph!) also provide the creature's defense, if it is cornered. It kicks out with the powerful limbs, scratching with the claws.

Movement6 Defense (normal) ...4
Endurance5 Defense (charging).2
Melee OB-3 Defense (fleeing)6

Special: Hind claws (-6 Damage).



Shaking Asp

The shaking asp is a small, grey snake with a potent venom. Its only virtue is that it wears rings of heavy, loose scales about its head that give off a distinctive rattling noise when the serpent writhes in surprise or prepares to strike. The shaking asp is usually found basking in the sun on the expanses of bare stone common in the Pinefells.

Movement.....-2 Defense (normal) ...3
Endurance10 Defense (charging).2
Melee OB1 Defense (fleeing)4

Special: Bite (-2 Damage), if any Damage is done by the attack, poison is injected into the bite; the poison victim should roll the dice and add 10% (round down) of his or her Endurance: 12+ = mild effects (lightheadedness, swelling of the bite, pain lasting 2 days and causing a temporary -1 penalty to all stats), 7-11 = moderate effects (all mild effects and loss of coordination lasting 1 day, -2 to all stats); 4-6 = severe effects (all mild and moderate effects, as well as fever and sweating 1 hour after the bite, and unconsciousness for 2-12 days); 2-3 = extreme effects (all milder effects and, 2-12 days after the bite, victim dies due to muscle failure, including the heart).

Snow Hare

The snow hare is one of the larger members of the rabbit family. It inhabits the upper elevations of the Misty Mountains where there is snow cover year round. The animal's silvery white pelt provides excellent camouflage.

Movement5 Defense (normal) ...4
Endurance7 Defense (charging).2
Melee OB-3 Defense (fleeing)6

Special: Hind claws (-6 Damage).

Snow Leopard

The snow leopard roams the higher reaches of the Misty Mountains, hunting its prey across glaciers, snow fields, and ice-crust lakes. Its pelt is white, mottled with a pattern of rough dots that range from a pale tan, to grey, to lightest blue. It hunts alone, but its formidable fangs, claws, and size (6 to 8 feet long, not measuring the tail) make the snow leopard more than self-sufficient.

Movement6 Defense (normal) ...4
Endurance70 Defense (charging).3
Melee OB6 Defense (fleeing)5

Special: Claws and bite (+5 *Damage*); for *Damage* done to a snow leopard, treat a U result as 20 *Damage* and for a K result roll one die: result for 1-3 is 25 *Damage*, 4-6 is a K.

Songbirds

Numerous small birds thrive in the pines of Rhudaur. Their many different calls quiver like music in the air—encounters with songbirds should probably be used primarily to enhance the mood of the moment. Of course, starving PCs might want to hunt the creatures, but they are mostly bones with little flesh.

Movement3 Defense (normal) ...6
Endurance2 Defense (charging).4
Melee OB-3 Defense (fleeing)8

Special: Talons and wings (-6 *Damage*).

Stone Troll

See Wilfred & Lawrie in "DAWN COMES EARLY" (p. 40).

Stone-giant

See GM Note describing Orad and Cluag on page 37.

Tree Bats

Sheltering in the foliage of dense pines by day, tree bats hunt their prey—primarily insects—in the evening and through the night. The tree bats of Rhudaur possess dark brown skin with a light fuzz of mottled brown and charcoal. Use an encounter with tree bats for mood, since they are otherwise harmless.

Movement (fly)0 Defense (normal) ...4
Endurance2 Defense (charging).2
Melee OB (horns) ..-2 Defense (fleeing)6

Special: Tiny bite (-6 *Damage*).

Warg

The Warg is a wolf breed of unusual size and intelligence. Legends tell that they were created by Morgoth in the Elder Days for his wars. They dwell primarily on the eastern slopes of the Misty Mountains in rocky dens. They frequently join the Goblins on raids, even permitting the smaller Orcs to ride them like cavalry.

Strength.....2 Missile OB—
Agility1 General3
Intelligence1 Subterfuge2
Movement8 Perception2
Defense6 Magical-5
Melee OB4 Endurance75

Special: Slashing bite (+1 *Damage*); Defense (charging) 4, Defense (fleeing) 8.

White Fox

White foxes dwell below the timberline in shallow burrows and dine on small mammals, birds and their eggs, and large insects such as the grasshopper. Actually white only in winter, the fox's pelt is a bright, silvery grey. Even during its white season, the coat is adorned with black-tipped guard hairs.

Movement1 Defense (normal) ...5
Endurance16 Defense (charging).3
Melee OB0 Defense (fleeing)7

Special: Bite (-2 *Damage*).

Wolverine

The wolverine is a solitary, dark-furred beast possessing unbelievable quickness and ferocity. It is very powerful for its small size (low-slung and about 2 feet long), and will fight long after other animals would have fled. The wolverine is quite temperamental and will attack without provocation.

Movement0 Defense (normal) ...5
Endurance24 Defense (charging).4
Melee OB3 Defense (fleeing)6

Special: Claws and bite (+1 *Damage*).

GM NOTE

A modern hiker tackling the Appalachian Trail in the Blue Ridge Mountains might, on a good day, cover as much as 40 miles. However, he or she would have the benefit of boots made of light, high-tech materials as well as pack and gear with these same qualities. And on a bad day (pouring down rain, late start in the morning because of difficulty breaking camp and packing up gear, fatigue due to the previous day's 40 miles, and an early stop when a bad blister on the heel broke open), this same modern hiker might cover as little as 6 miles!

Travelers in Middle-earth labor under many more difficulties than the modern hiker. Their gear is durable, but heavy and less water resistant—often leather. And the regions they travel are much more dangerous, featuring numerous wild beasts, raids by bandits and outlaws, and encounters with Sauron's minions!

If it is pouring rain in Middle-earth, the prudent traveler takes shelter after two or three hours in the wet. By that time, his or her clothes are thoroughly soaked, and hypothermia is a real threat. This prudent traveler also keeps an eye continually open for approaching foes or ambush at all times.

Given these constraints, a hiker in Middle-earth will walk at 2-4 mph. Keep in mind that he or she cannot simply travel from sun up to sun down. Camp must be pitched at the end of the day and struck in the morning. Lacking high-tech tents and such, these activities must be performed in daylight and will take 1-2 hours, depending on the size and number of tents and the size of the group.

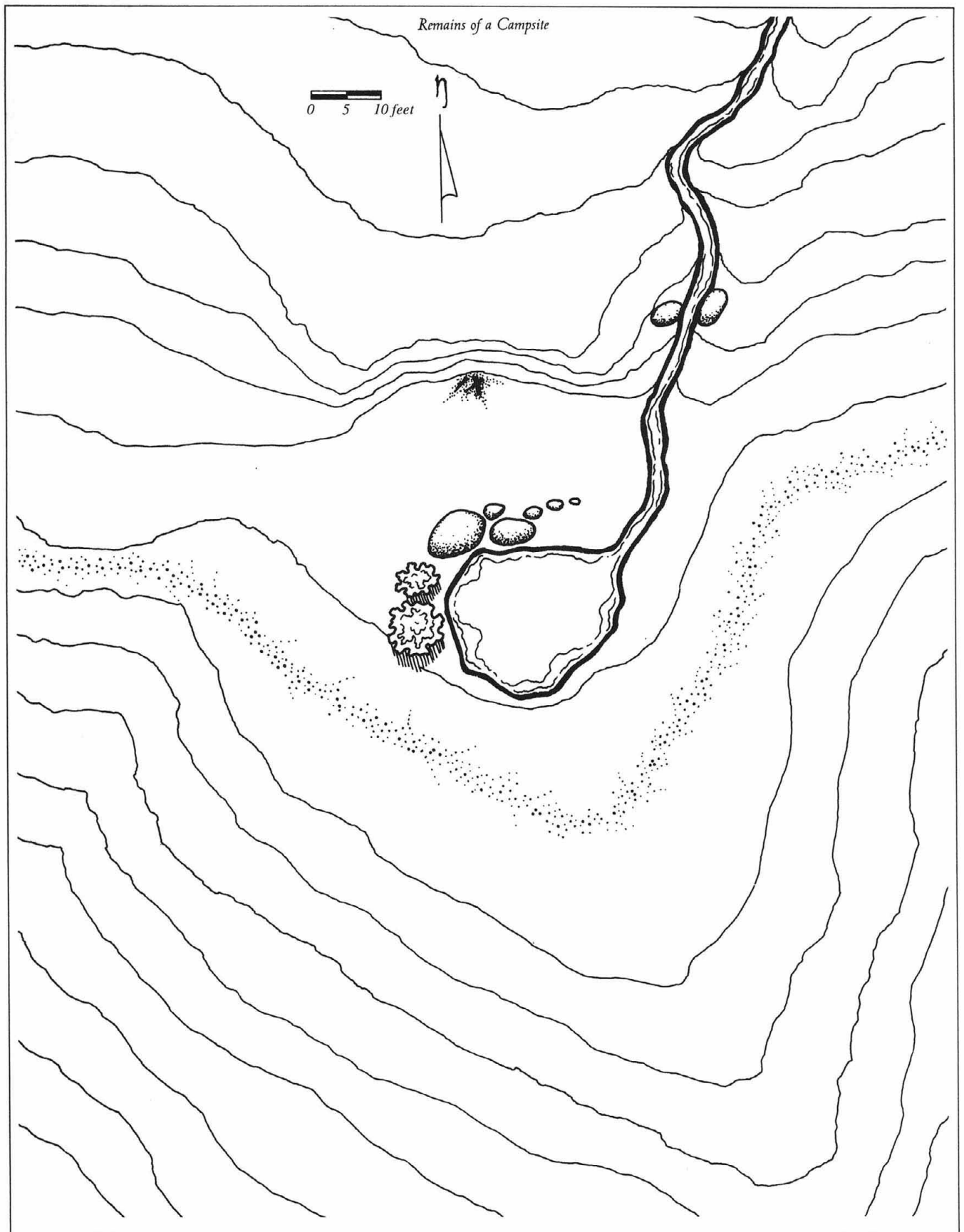
(Dwellers in Middle-earth don't use the term *miles*, so if you wish to strengthen the ambience of the adventure, use the word *leagues*. A league is roughly 3 miles.)

Elves usually travel on foot, but Hobbits, Men, and Dwarves often ride ponies or mules and bring pack horses. The average speed while riding is 3-4.5 mph.

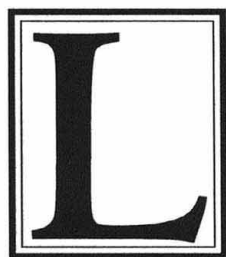
To determine how far the player characters travel in a given day, you may use the chart below. Use a +2 bonus if the PCs are following a road over non-mountainous terrain. Use a -2 penalty if traveling in the mountains on a path or track, and a -6 penalty if travelling in the mountains without any blazed route (divide riding distances by 2, since mounts will slow the PCs in these latter conditions).

It is not necessary to use this chart in this adventure, because the terrain and weather have already been determined. However, it should be useful if your PCs take any side excursions.

Modified Dice Roll	Walking	Riding
-4	2½ miles	1¼ miles
-3	3¼ miles	3 miles
-2	5 miles	5¼ miles
-1	7 miles	8¼ miles
0	9¼ miles	11¼ miles
1	12 miles	16 miles
2	14½ miles	19¼ miles
3	16¼ miles	23¼ miles
4	17¾ miles	25¼ miles
5	19 miles	27 miles
6	19½ miles	27¼ miles
7	19¾ miles	28 miles
8	20 miles	28¼ miles
9	20½ miles	28¾ miles
10	21¼ miles	30 miles
11	23¼ miles	31½ miles
12	25 miles	33¼ miles
13	26½ miles	35¼ miles
14	29¼ miles	38½ miles







like fat spattering from an overheated frying pan, lightning crackles down from the black, cloud-ridden sky. Its harsh, white fire sears a jagged line in your eyes, and the sharp thunder numbs your ears.

Before the echoes die among the cliff faces, another wild spear of light and sound stabs the mountain path ahead. Your pony shies, nearly tossing you from his back into the chasm yawning on your left.

The Misty Mountains are no place to experience a confluence of battling thunder-storms!

♦ THREE ♦

SCENE 2: "OVER HILL AND UNDER HILL"

Scene Two is composed of three *sequences*.

"A THUNDER-BATTLE" introduces the PCs to the remains of a camp site used by Moraglar. They are interrupted in their investigation of the area by a sudden thunderstorm.

"THE STONE-GIANTS" compounds the problems of the storm with boulders being tossed by Giants at play in the rough weather.

"A DRY CAVE" provides the adventurers with shelter and the acquaintanceship of the Nibin-noeg (Petty-dwarves) who live in the only accessible cave nearby.

"A THUNDER-BATTLE"



Continue to describe the PCs journey through the mountains.

Back at the edge of the range, looking west, you could see the lands through which you had traveled. Hill and dale, and stream and bog—all were spread below to your view. Bree-land was lost in the distance, but you knew it lay at the horizon where all was blue and hazy.

Now mountains surround you. Every way you turn, there are alpine meadows surmounted by granite peaks and snow fields. The wind keens shrilly as it whips through ravines and around jagged tors. Boulders, released by melting snow at mid-day, bound downward—sometimes bouncing on the path ahead, sometimes barreling past behind.

You might wonder if anyone has traveled this route since Bilbo's famous expedition to the Lonely Mountain. Water, wind, and stone; moss, lichen, and stunted shrub; hawk, snow hare, weasel, and chipmunk—nature and the wild are unbroken by any sign of civilization, of Hobbit, Man, or Dwarf.

On the sixteenth day since leaving Rivendell, you spy the remains of a campsite. Your trail is crossing a small, steep patch of meadowland. There, a deep tarn, fed by a swift, cascading rivulet, reflects piles of cumulus in the sky. And a small cliff shelters the northern edge of the pint-sized pasture. Black scorch marks bear witness that a camp fire burned at the base of the cliff a few weeks ago.

You may investigate the area more closely if you wish.

- If the PCs continue traveling without investigating, go to stage 6.
- If the PCs investigate, go to stage 2.

Show the players the map of the campsite remains on page 33.

Charred wood is scattered on the ground below the blackened stone of the cliff. Some animal bones, perhaps the remains of a meal, lie nearby in the short, springy turf.

Each of you should make a *Perception* maneuver to determine if you notice more. *Roll the dice.*

Write down the results for each character. These totals (*dice roll* plus any *bonuses*) will determine how many of the next three stages you read aloud.

- Now, go to stage 3.

The bones, when laid out in their natural pattern, seem to form the skeleton of a huge bat. The skeleton is entirely bare of any flesh. This might be the result of lying in the open for several weeks. Or, perhaps, the entity that feasted on the creature fastidiously picked its bones clean.

A fine, black wool blanket is stuffed into a crevice between two nearby boulders. The blanket has been torn in two. When it was whole, it was large enough to cover a horse. As it is, the remaining pieces would each make generous bedding for a Hobbit or a Dwarf.

A crest is embroidered at one corner of one of the scraps. The red threads form the shape of a lidless eye. A twisted crown, in black strands, floats before the eye.

- If any player obtained a 7 or higher in stage 2, go to stage 4.
- Otherwise, go to stage 7.

Tatharína (or one of the characters with a 7 or higher) discovers a rather alarming waterskin among a thicket of scrub pine. Its mouth is the fanged mouth of a cured rattlesnake, while the liquid-holding receptacle is the serpent's body, distended as though it were digesting a large rat. The vessel was apparently discarded due to a leak near the snake's rattles (which are also intact).

Gallind (or one of the characters with a 7 or higher) finds a two-tined fork near the splashing stream. The utensil also resembles a snake, its head and body forming the handle, and its forked tongue elongated to form the tines.

Lily (or one of the characters with a 7 or higher) stumbles upon five silver coins under a patch of gentians. They are stamped with the lidless eye on one side and the twisted crown on the other.

- If any player obtained a 10 or higher in stage 2, go to stage 5.
- Otherwise, go to stage 7.

Tolman and Rilwen (or the characters with a 10 or higher) make the most intriguing find of the search. In the stream itself, below one of the smallest cascades, lies a key. It is silver, but untarnished, and its haft bears the lidless eye surmounted by the twisted crown. What door might this key open? To whom does it belong?

Make a note of whether or not the PCs found this key, and put the scrap of paper in a safe place. The key turns a lock in Moraglar's citadel. You'll need to know if the PCs have it in the last adventure of this trilogy!

- Now, go to stage 7.

6

Barely an hour later, a shadow falls over you. Black storm clouds are boiling into the sky above from the east. A sudden flash—lightning—stabs the nearest peak. Then thunder crashes, echoing hideously off the many stone precipices.

• Now, go to stage 8.

7

Further searching unearths nothing more in this sinister camp. But just as you reach the conclusion that it is time to continue your journey, a shadow falls over you. Black storm clouds are boiling into the sky above from the east. A sudden flash—lightning—stabs the nearest peak. Then thunder crashes, echoing hideously off the many stone precipices.

• Now, go to stage 8.

8

Gusts of wind sweep in from every direction, threatening to snatch you from your tenuous perch on the mountainside and blow you willy-nilly down the steep slope and over the cliff farther below.

Then the curtain of rain advancing across the valley reaches you. The cold, heavy drops smack your cheeks with a sting, and in minutes you are drenched—as waterlogged as if you had jumped into a mountain tarn.

Thunder continues to deafen your ears, while the flashes of lightning blind your eyes. Overhanging cliffs provide little shelter, because the wind drives the rain from the east one moment and the south the next. And even the stoutest tent, should you try to erect yours, could not withstand this torrential downpour. Nor would wet canvas walls protect you from lightning.

Now go to the next sequence: “THE STONE-GIANTS.”

GM NOTE

You shouldn’t need the stats for the Stone-giants. Only truly crazy travellers would contemplate attacking a Giant in the middle of a thunder storm. However, it is best to be prepared.

These two Giants are young for their species; tougher specimens would have higher stats. (They won’t attack the PCs unless provoked, although some of their tossed boulders may come uncomfortably close.)

Orad

Strength	5	Missile OB	-1
Agility	-3	General	3
Intelligence	-2	Subterfuge	-2
Movement	4	Perception	-2
Defense	3	Magical	-8
Melee OB	7	Endurance	200

Items: Massive wooden club (+3 *Damage*), boulder (+8 *Damage*), fur cape, fur kilt.

Cluag

Strength	5	Missile OB	-1
Agility	-3	General	3
Intelligence	-2	Subterfuge	-2
Movement	4	Perception	-2
Defense	2	Magical	-8
Melee OB	8	Endurance	189

Items: Massive stone club (+4 *Damage*), boulder (+8 *Damage*), felted wool shirt, fur kilt.

“THE STONE-GIANTS”

The truly hardy of mind and body might enjoy the violence of the storm, while more timorous souls cringe with each clap of thunder. However, both sorts would be well advised to seek shelter. Lightning, wind, and the dangers of hypothermia are real whether one is enjoying oneself or not!

And the warring elements are not your only problem! Two Stone-giants have come out to play in the rough weather. They’re as tall as trees, their steps shake the ground, and their idea of fun is hurling huge boulders at each other. One of these missiles, straying from its intended target, passes over your heads to splinter against the face of a precipice. At least one of you should be wondering when the nearest Giant will pick an adventurer up and kick him or her into the clouds as a football!

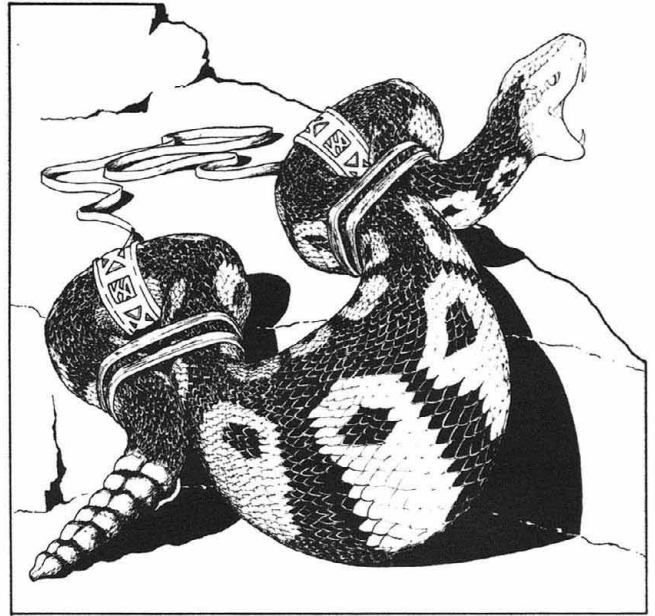
Roll the dice every 60 seconds (of real time) until the players decide to seek shelter!

Use the following chart to determine how many close calls the PCs have with the flying boulders. Use a bonus that varies from 1 to 6. Pick the bonus for each roll by rolling one die before you roll the dice. (The Giants seem unaware of the adventurers' presence.)

- 1-4Boulder passes nowhere near PCs.
- 5Boulder passes overhead.
- 6Boulder lands to left.
- 7Boulder lands to right.
- 8Boulder splinters nearby. Roll on the *Combat Table* for each PC using an OB of +1.
- 9-10Boulder splinters nearby. Roll on the *Combat Table* for each PC using an OB of +2.
- 11-12 ..Boulder splinters nearby. Roll on the *Combat Table* for each PC using an OB of +3.
- 13-14 ..Boulder splinters nearby. Roll on the *Combat Table* for each PC using an OB of +4.
- 15-17 ..Boulder splinters nearby. Roll on the *Combat Table* for each PC using an OB of +5.
- 18+Boulder lands right in the midst of the group. Have each PC make a medium *Movement Δ8* maneuver to avoid being squashed!

Even though the temperature at noon was quite mild (55°F or 13°C), the rain is cold! If the PCs still refuse to seek shelter, and perhaps begin contemplating an attack on the Stone-giants, they should begin to experience hypothermia. Give them a *Perception* roll to notice when the first victim starts showing symptoms. (See the GM Note on this page for how to simulate hypothermia in game terms.)

When the players decide to seek shelter, leaving the exposed spot where they are standing, turn to page 40 for the next *sequence*: "A DRY CAVE."



GM NOTE

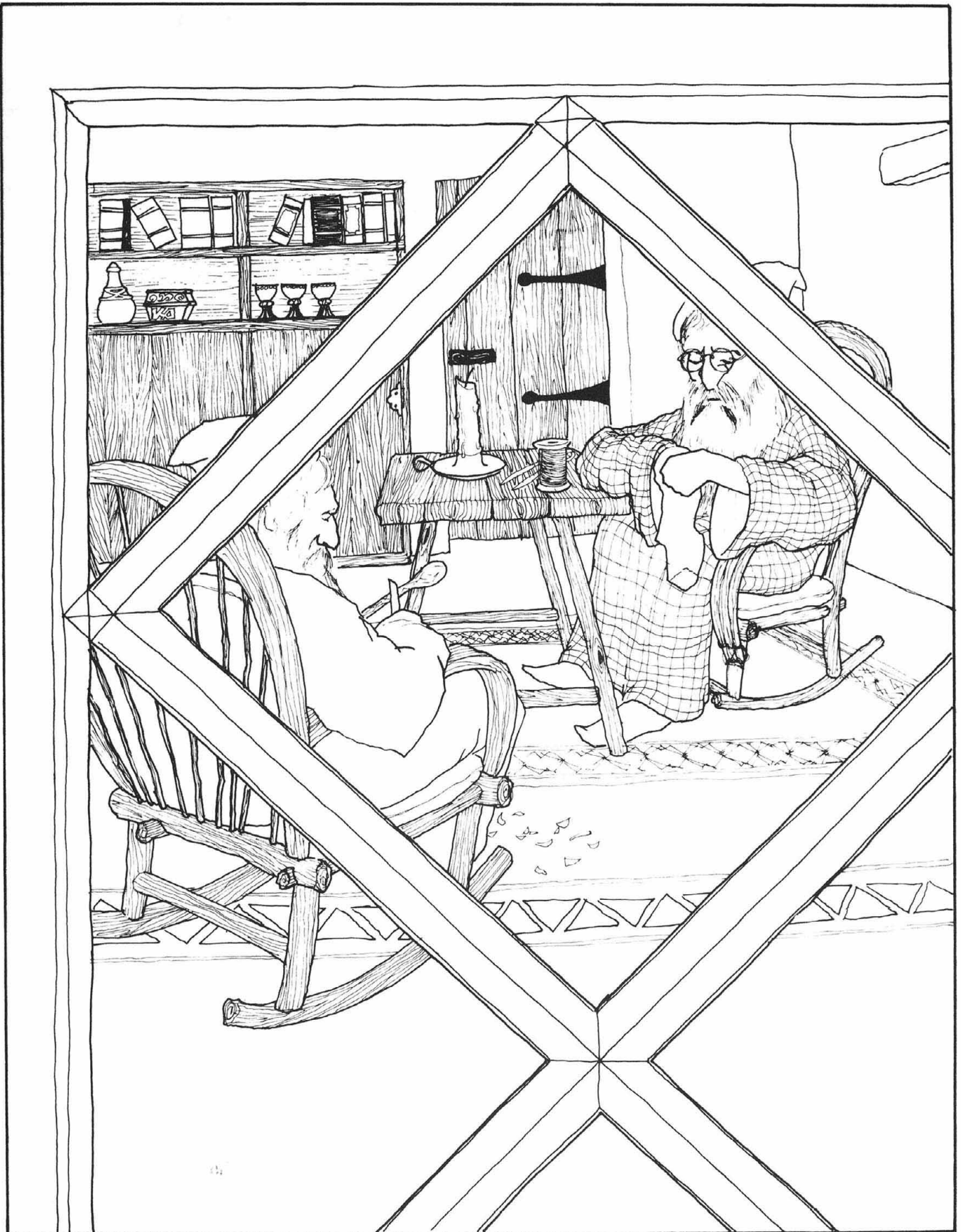
The symptoms of hypothermia include irrational thinking, inability to problem solve, reduced coordination, and severe shivering or shuddering with the cold. All of these symptoms are brought on when an individual's core body temperature is significantly reduced (not the fingers and toes, but the abdomen and chest).

A person who ventures into temperatures of 48°F (9°C) or less without proper clothing is risking hypothermia.

So is the individual who becomes wet in 60°F (16°C) weather and is unable to get dry.

You, the GM, will have to determine when the players' characters will experience hypothermia (except in this *sequence*, where this book tells you when). However, once the PCs are suffering a drop in core body temperature, this is how you handle it in game terms.

- Until they find or construct adequate shelter, each minute that elapses the hypothermia character(s) loses 1 *Endurance point*.
- After 10 *Endurance points* have been lost in this fashion, each stat is temporarily reduced by 1.
- Each subsequent loss of 10 *Endurance points* causes another reduction by 1 of the stats.
- When the character(s) reaches 0 *Endurance points*, he or she falls unconscious.
- An hour later he or she will be dead.



"A DRY CAVE"

I

Between the pouring rain, the black storm clouds filling the sky, and the blinding flashes of lightning, the afternoon seems to have turned into darkest night! It is hard to discern the outlines of the path you follow. How will you ever find a sheltering nook or cave in all this gloom?

All of you make a *Perception* roll.

Make a note of the results for each character. The totals (*dice roll* plus any *bonuses* and minus any *penalties*) will determine how many of the next three stages you will read aloud.

- Now, go to stage 2.

2

The gap between lightning strikes is sufficiently long for you to glimpse a glimmer of light in the darkness ahead. It looks warm and inviting: like lamplight or hearth light.

- If any player rolled an 8 or higher in stage 1, go to stage 3.
- Otherwise, go to stage 5.

3

As your eyes linger on the homely light, another lightning bolt illuminates the hillside surrounding it. A neat front door and stoop next to a diamond-paned window flashes briefly into view. It is far too tidy to be the abode of Goblins or Trolls. And too small to be the Giants' home.

Could it be Dwarves? Not grand enough.

Hobbits? What Hobbit would live all alone in the mountains?

Whoever it is, they look to be civilized folk.

- If any player rolled an 11 or higher in stage 1, go to stage 4.
- Otherwise, go to stage 5.

4

_____ (*whoever rolled the 11+*) didn't see the door and window, because _____ (*he, she, or they*) blinked when the lightning illuminated the smart little dwelling. However, _____ (*his, her, their*) dark-adjusted eyes caught the hint of a silhouette in the window during the darkness that followed. It was about the size of a Hobbit, but missing the round tummy, or a Dwarf, but not as stocky. It wore a pointy hat.

- Now, go to stage 5.

5

The Giants are farther away. Whether you have left them behind in your search for shelter or they have moved off isn't clear due to the confusion of the storm. Whichever it is, their stray boulders are falling consistently behind you, usually by more than 100 yards.

But the wind and rain and lightning are just as bad as ever. Lily (*or who ever is succumbing to hypothermia first*) has a glazed look in her eyes and seems like she might just sit down in a puddle and fall asleep. If she does that, she might never wake up again! You are all wet and shivering.

What do you do?

- If the group decides to move toward the dwelling of the hat-wearers, go to stage 7.
- Otherwise, go to stage 6.

6

If the group comes up with a creative way to survive the storm, let them have their way.

However, they should be severely discouraged from scrambling over wet rocks and mountainsides in search of shelter or retracing their steps along the path. Remember, the Giants are behind them!

Unless they stay put (in some creative way, as touched on above), they must move forward toward the unknown light. See the GM Note on page 41 for tips on handling reluctant PCs.

- If the group decides to move toward the dwelling of the hat-wearers, go to stage 7.
- Otherwise, go to stage 10.

GM NOTE

The players may be reluctant to seek shelter. Perhaps they remember all too clearly seeking the lee of a hill during a storm in the downs southeast of Bree and waking up in a barrow inhabited by terrifying Undead! They may be anxious to avoid making the same mistake.

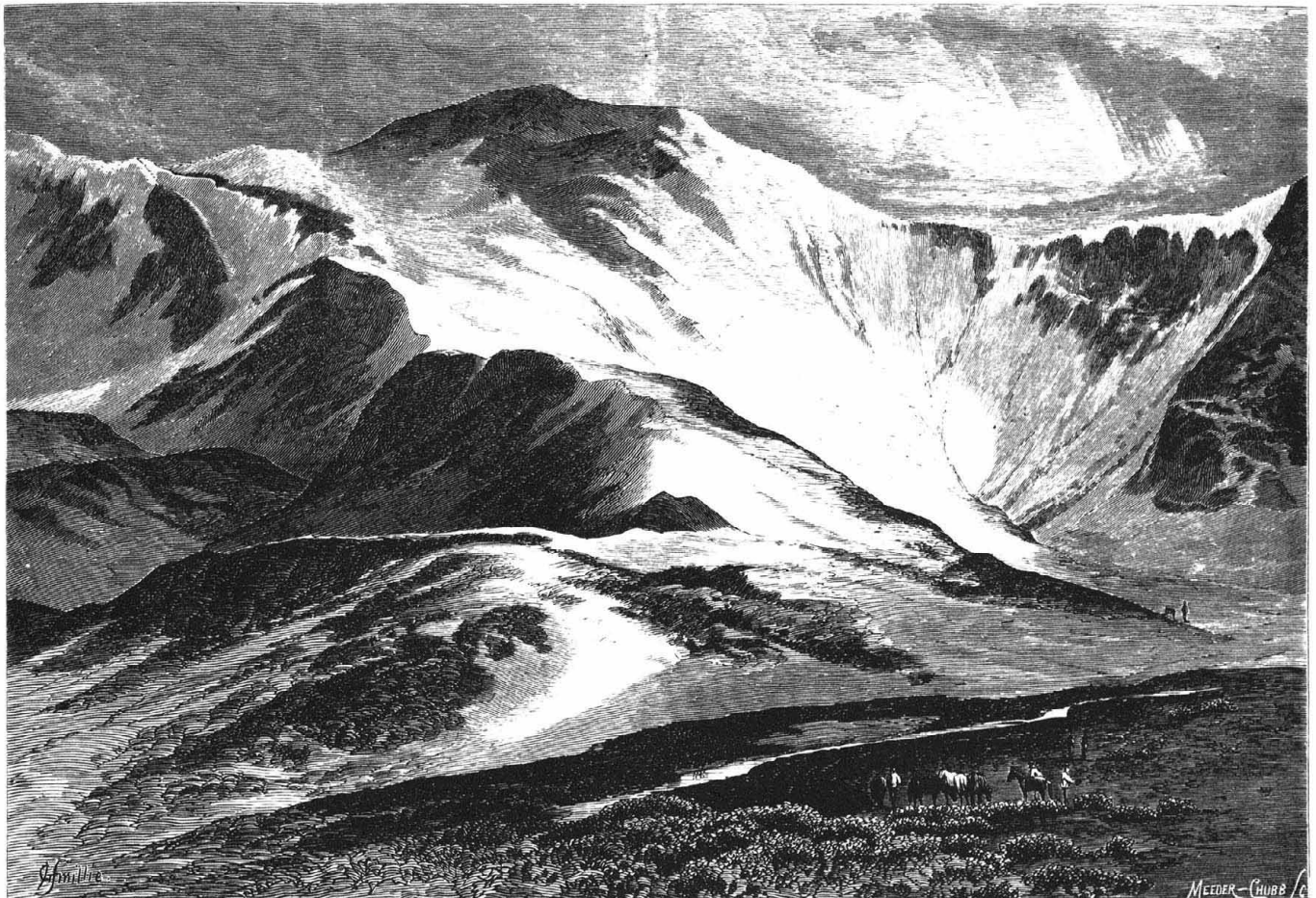
It is to be hoped that the details of welcoming light, civilized door and window, and unthreatening silhouette will reassure the PCs that this time they won't meet enemies in their choice of shelter.

If the light, the stoop, and the silhouette fail of their intent, the GM may have to be a little more persuasive. Emphasize that the storm shows no sign of letting up. Describe the symptoms of the next victim of hypothermia.

If the PCs move forward along the path, perhaps in search of an unoccupied cave or a more protective overhang, they will discover that they are moving closer to the dim lamplight ahead. Don't allow them to discover a cave or overhanging cliff.

Remind them that they could send a scout ahead to get more information on the feared wearer of the pointy hat!

If the players are remarkably stubborn and creative, allow them to survive the storm outside. Perhaps they spread a gum-backed tarp over a thicket, lash it to the roots, and crawl underneath between the bushes. If they then put the hypothermia victims in a bedroll between two healthy PCs, nobody will die. They can meet the friendly Nibinnoeg (yes, the wearers of the pointy hats are Nibinnoeg—Petty-dwarves, sometimes called Gnomes) when the clouds part and the evening sunset shines in the western sky.



If a scout investigates first, you may allow the rest of the group to listen in. But they must refrain from making suggestions or observations. The scouting character or characters are on their own. The group can decide what to do when the scout reports back.

As you follow the mountain path, the lamplight grows stronger. Soon you can see the casement with its diamond-shaped panes of glass quite clearly. A lamp stands on the deep sill of the window, almost as a beacon to lost travelers. The door is a weathered greyish green and has a brass knocker in the form of a clown's face. Another large window, dark, as though the room is unoccupied, is located to the right of the door. Two smaller casements, also dark, are visible to the left of the lighted window.

Within, two bearded figures with wispy white hair, spectacles, flannel bathrobes, slippers, and pointy flannel nightcaps sit in rocking chairs. One appears to be mending a wool stocking while the other whittles a rustic wooden spoon.

If you move close enough (make a *Subterfuge* maneuver if you wish to remain quiet), you can hear their voices—pleasant, but a bit quavery with age. (Try a vaguely Scottish or Gaelic accent for some flavor.)

The whittler speaks first. "Weel, Steppin, we've got the mess cleaned up at last. I'd say tomorrow ud be a fine day for pasturin' the goats and gatherin' herbs."

The darner pauses before replying, "Indeed, me stock o' sorrel is sore depleted. And this sturm will not last the rest o' the day, never ye mind until the morn. If n a batch o' stranded travellers don't land on our doorstep. The last one took near a week to patch up before they was ready to travel on their way again! And the Stone-giants are out tonight."

The whittler chuckles. "Ye'll have to groan more than that to teach me that ye hated cookin' stew for the sufferers and neglectin' the chores to take care o' them. Aye, ye pressed them to stay another week."

"Na, na, Draimmer! We don't oft get company in these parts. And one must be honorable. One most keep the open door." The mender puts down his stocking to prod the fire with a poker.

What do you do next?



This conversation, heard while eavesdropping, should convince the players that it is safe to take refuge with these folk.

The scout should report to the group, however, before rapping on the weathered door.

When they knock, you are ready for the next stage.

• Now, turn to stage 8.

Pronounce *Nibin-nog* just the way it looks—*Nib* as in *pen nib*, *in* as in the opposite of out, and *nog* as in *egg nog*!

Nibin-noeg is the plural of *Nibin-nog*, for when you have more than one Petty-dwarf. The *Nibin* part is just the same. The *noeg* part rhymes with the *noy* in *annoy*, except with a *g* sound on the end: “noyg” or “noig.”

The *Nibin-nog* you know as *Steppin*—yes, these are *Nibin-noeg* or *Petty-dwarves* (sometimes called *Gnomes*)—answers the door with his darning in his hands. “Come in! Come in!” he cries. “It’s wetter an’ colder than e’en a witch could stand. Come in!”

Draimmer emerges from what might be the kitchen with a trayful of steaming mugs. “Come closer to fire. I’m feard we ha’n’t chairs enough for all o’ ye, but the floor’s clean. Sit ye down. We’ll see to yeer beasts (or baggage, if the PCs have no ponies). Never ye worry. We saw ye cross the valley this morn and thought ye’d end here!”

The mugs prove to hold a fragrant infusion of herbs sweetened by honey. The warm ceramic feels wonderful against your chilled fingers, and the hot liquid stops your shivering as you swallow.

Draimmer steps out to take care of your ponies (or to haul your gear inside, if no ponies), while *Steppin* drags blankets out of a chest for those of you whose noses are still blue.

Only after you are comfortable do the *Nibin-noeg* introduce themselves. The *darner*, whose stocking still dangles from the pocket of his bathrobe, perches on the window sill behind you after moving the lamp. “*Steppin*, I be. And this me brother, *Draimmer*. We oft rescue travellers in the pass. *Sturms* be frequent, and the *Stone-giants* roam the slopes. Few lave the trouble behind wi’out a hand. Fortune it is we enjoy a visit. May we trouble ye for yeer names?”

The *Nibin-noeg* cook a thick vegetable stew for dinner and serve it with generous slices of hearty, brown bread and mugs of chilled goat’s milk. Then they pack you off to bed, two in the bunks of *Steppin*’s room and the remaining four on the rug before the hearth in the sitting room. The *Nibin Noeg* retire to the bunks in *Draimmer*’s room.

The floorplan for the earth-chalet is on page 44.

• Now, go to stage 9.

Next morning, there are no traces of the storm. The sky is fresh-washed blue, the waterfall across the valley foams white with extra run-off, and the mountain meadows are greener than green from the long soaking.

You appear to be alone in the *Nibin-noeg*’s earthen chalet. You can hear *Steppin* and *Draimmer* outside, the one clearly chopping wood and the other perhaps mending the sod roof (guessing from the sounds above you).

When you at last pull yourselves out of bed (even the floor is sooooo comfortable after the uneven ground typical of camp), *Draimmer* comes in and begins bustling in the kitchen. His voice mingles with the banging of pots: “Ye’ll break yeer fast in a shake o’ the hare’s whisker.” You’d best dress fast, unless you want to come to the table in your nightshirt!

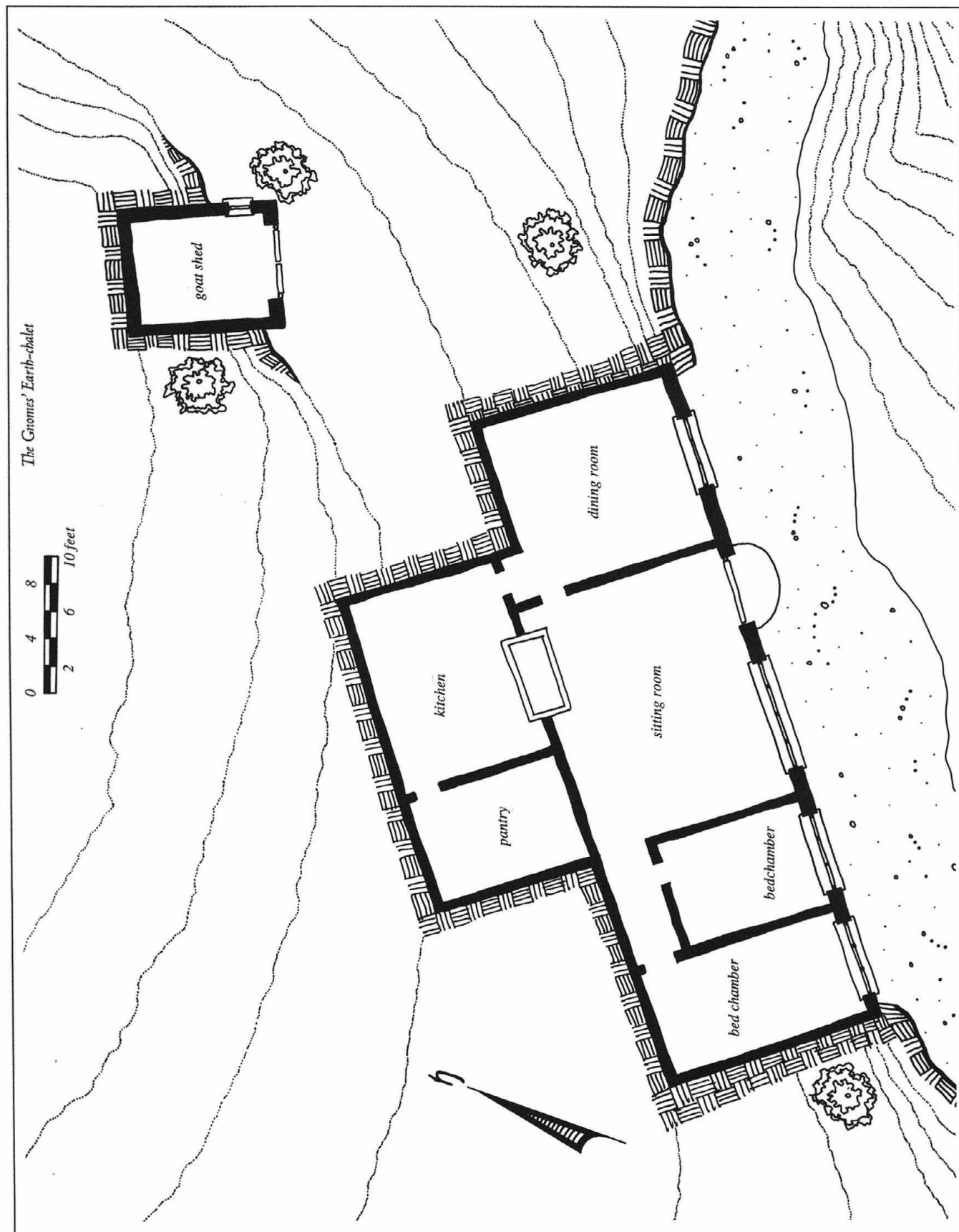
• Now, go to stage 13.

Assuming the PCs have survived the storm in some ingenious way known only to . . . lunatics? let’s just say very creative people, describe the aftermath of the thunder-battle.

After three wet, deafening, and miserable hours, the storm passes into the west. The clouds go with it (as do the *Stone-giants*), and you can see the first stars coming out in the velvet blue sky above. As the blue deepens to indigo and then black, the wind picks up. It is going to be a raw night.

However, without the rain and the lightning, you should be able to pitch a respectable camp. Using the dry inner wood from some of the scrub pine, you should even be able to get a fire going. You’ll definitely need one to dry your clothing and to warm your chilled bodies.

• Now, go to stage 11.



Your tents smell of damp wool and damp furs, but the canvas walls hold out the worst of the chill night winds. And your bedrolls are warm, especially after you've toasted them by the fire.

Next morning, no clouds hide the sun. The sky is fresh-washed blue, the waterfall across the valley foams white with extra run-off, and the mountain meadows are greener than green from the long soaking.

As you add wood to your banked campfire, you notice a short little man—wearing a pointy leather hat (with the point folded over), suede shorts with matching suspenders, a flannel shirt, and large boots—approaching. He has a wispy beard and spectacles. He is, in fact, a Nibin-nog—that is, a Petty-dwarf or a Gnome.

As soon as he comes within hailing range he speaks. "Alack, we should've come and got ye. This were no nict to spend out o' doorn. If we'd been a wee bolder, ye'd 'ave slept comfortable in the earth-chalet. Let me and me brother at least offer ye to break yeer fast wi' us. Och! Me manners lave much! Me name's Steppin!" His voice quavers with old age, but carries surprisingly well.

Do you accept his invitation?

Don't force the players at this point. They need to have some freedom of choice. And it won't hurt them to forfeit the bit of information the Gnomes have to give.

- *If the players accept the invitation, go to stage 12.*
- *If not, turn to page 47 for SCENE 3: "DUNGEONS DEEP AND CAVERNS OLD."*

Encourage the PCs to break camp before they follow Steppin to his house.

Perhaps a quarter mile farther along the path you arrive on Steppin's doorstep. His home is dug into a steep hill and reminds you of a Hobbit-smial. The door, however, is not round and is an unpainted, weathered grey-green. One window is located on the door's right and three to its left. Their casements all have diamond-shaped panes of glass.

Inside, Steppin's brother, Draimmer is loading a generous table with food.

See the floorplan on page 44.

- *Now, go to stage 13.*

The Nibin-noeg serve you warm goat's milk sprinkled with cinnamon, scones dripping quince preserves, hot rye cereal well-laced with honey, scrambled eggs mixed with sautéed mushrooms, mushrooms stuffed with herbed breadcrumbs (for the Hobbits), potatoes glazed with chive butter, lingonberry pie, and pungent goat cheese spread on toast.

While you fill every corner of your bellies, the Gnomes chat about the disaster that overtook their last group of visitors.

"The luck be wi' ye to 'ave traveled so far and escaped the dread black-armored one that near destroyed pur Oiondil and his brave warriors.

"The dastard made no challenge, but clove the head of the loyal squire before his roquen (*Sindarin for knight*) knew he had a foe.

"Black were his sword, and black were his shield, and deepest black his cloak. Though one man against eight, he passed unscathed and left them six sore wounded.

"Aye, they were a sorry lot when at last they reached our door! The pur squire dead and dead the best wi' bow n' arrow, as weel. Oiondil battered round his head, and his five men with wounds flowing blood.

"All Steppin's leech-craft could na save the warrior wi' the missing hand or that wi' out his richt eye. And so they left us, but four.

"May their black foe be cast into the Void when at last a brave man's spear stabs his black heart!"

It's not exactly pleasant talk for a meal, but at least you'll know to be on your guard if you encounter a black-armored man in your travels. You won't wait for his challenge to draw *your* weapons!

Draimmer and Steppin won't let you even help clear the table after you've finished eating. They insist that you must not delay further.

"An airy start makes the journey short," states Draimmer. "Bid ye good morn and farewell."

The two brothers stand in their doorway and wave for as long as you remain in sight.

- *Now, turn to page 47 for SCENE 3: "DUNGEONS DEEP AND CAVERNS OLD."*





urga snorted and stepped up the pace a bit. These raw warriors would have to learn toughness sometime; better now than in the heat of battle!

The shuffle of a stumble sounded behind the Goblin leader. Zurga stretched his lips in a noiseless laugh. The soldier who didn't make it to the attack on the intruding foe was a soldier worth little to the Great Goblin. Let his trampled corpse lie in the tunnel as a warning to his fellows.

Zurga loosened his scimitar in its sheath. They were getting close now. "Let darkness send its strength to my blade," snarled the blood-hungry captain.

♦ FOUR ♦

SCENE 3: "DUNGEONS DEEP AND CAVERNS OLD"

Scene Three is composed of five *sequences*.

"ANCIENT STONES" brings the adventurers to the Dwarven ruins above a hidden refuge (the one marked on the adventurers' map from the bandit keep).

"HOLLOW HALLS" allows the PCs to explore the ruins, catch sight of the rainbow's spirit trapped there, and find the hidden refuge.

THE RAINBOW'S DAUGHTER introduces the adventurers to the trapped and despairing rainbow. Humane PCs will wish to free her if possible.

"SWISH, SMACK! WHIP CRACK!" sees the attack of Orcs. These vermin have tunneled into the refuge and do not wish the adventurers to carry news of the breach to anyone who could do something about it.

"WHERE THE SUN SAILS" carries the PCs through the sky on the rainbow's arch to safety in the Anduin Vales.

GM NOTE

There are three facts of special importance to the running of **SCENE 4**. They are:

- Kalamirë, the light-spirit, is trapped among the ruins above ground.
- The gong in the topmost chamber (*Room 11*) in the hidden Dwarven refuge—its magic will free Kalamirë when it is sounded by a Dwarf.
- Orcs have tunneled into the refuge and will attack the PCs there.

These elements mean that the adventure will be most exciting and run most smoothly if the PCs:

- 1) Meet Kalamirë and learn of her difficulty before they enter the refuge—that is, they go through the entire *sequence*: **THE RAINBOW'S DAUGHTER** before entering *Room 6*.

- 2) Find the gong and read the runes on it before the Orcs attack.

- 3) Are located inside the refuge, somewhere near the gong, when the Orcs do attack.

If these conditions are met, the adventurers will be able to strike the gong when they start to feel outmatched by the Orcs. This will also free Kalamirë, who has the ability to carry the PCs to the Anduin Vales.

The players may not choose to do things in the order that makes things easiest for the GM; that is: 1) converse with Kalamirë, 2) explore the refuge thoroughly, 3) linger in the observation chamber (*Room 11*) near the gong. That's okay. The GM Notes in this scene will give you lots of hints on how to manage extra-creative players and how to get them back on track!



“ANCIENT STONES”

As you travel farther into the range, the path continues to climb. The expanses of tundra—short tough grasses dotted with mountain flowers—shrink daily, while stone bluffs and boulder fields grow ever more common.

One fine afternoon (nearly seventeen days since leaving Rivendell), you are traveling along a shelf above an elongated granite basin. The wind rushes against your faces, and the sun glitters off specks of quartz in the surrounding rock. Your ponies’ hooves echo sharply

Ahead, a low ridge closes the eastern end of the basin. Your shelf widens, and there appear to be some ruins backed up against a north-facing cliff. Could this be the Dwarven refuge indicated on your map?

As you draw nearer to the tumbled stones, you observe that defensive walls once reached out like arms from the cliff to meet at a gatehouse. The foundations mark where they stood, and a number of sections rise to the height of a man’s knee. Only in three or four places do they still tower over your heads.

Within the fallen walls, half of the old wellhouse remains intact. Nearby is a standing stone carved with runes.

Encourage the PCs to explore the ruins. They are described in the next *sequence*.

• Now, go to the next *sequence*: “HOLLOW HALLS.”

“HOLLOW HALLS”

This *sequence* is organized a little differently than most *sequences*. Each *stage* describes one area among the ruins or one room within the refuge.

(The *stage* number and the *Area* number or *Room* number will always be the same—*stage 1* describes *Area 1*, *stage 8* describes *Room 8*, etc.) The description is oriented toward adventurers exploring the area or room for the first time. If your PCs explore several areas or rooms and then return to a place they’ve already explored, you won’t want to re-read aloud the text that all of you have already heard.

How should you handle the situation? Use the maps and floorplans and the PCs stand-up figures. Focus on the tactical situation: that is, the physical relationship between the PCs and their surroundings. As GM, you may wish to silently review the *stage* for where the PCs are located at any given moment to make sure you know where everything is, and how any traps behave. But you need not redescribe the space unless the players ask you to refresh their memories.

EXAMPLE

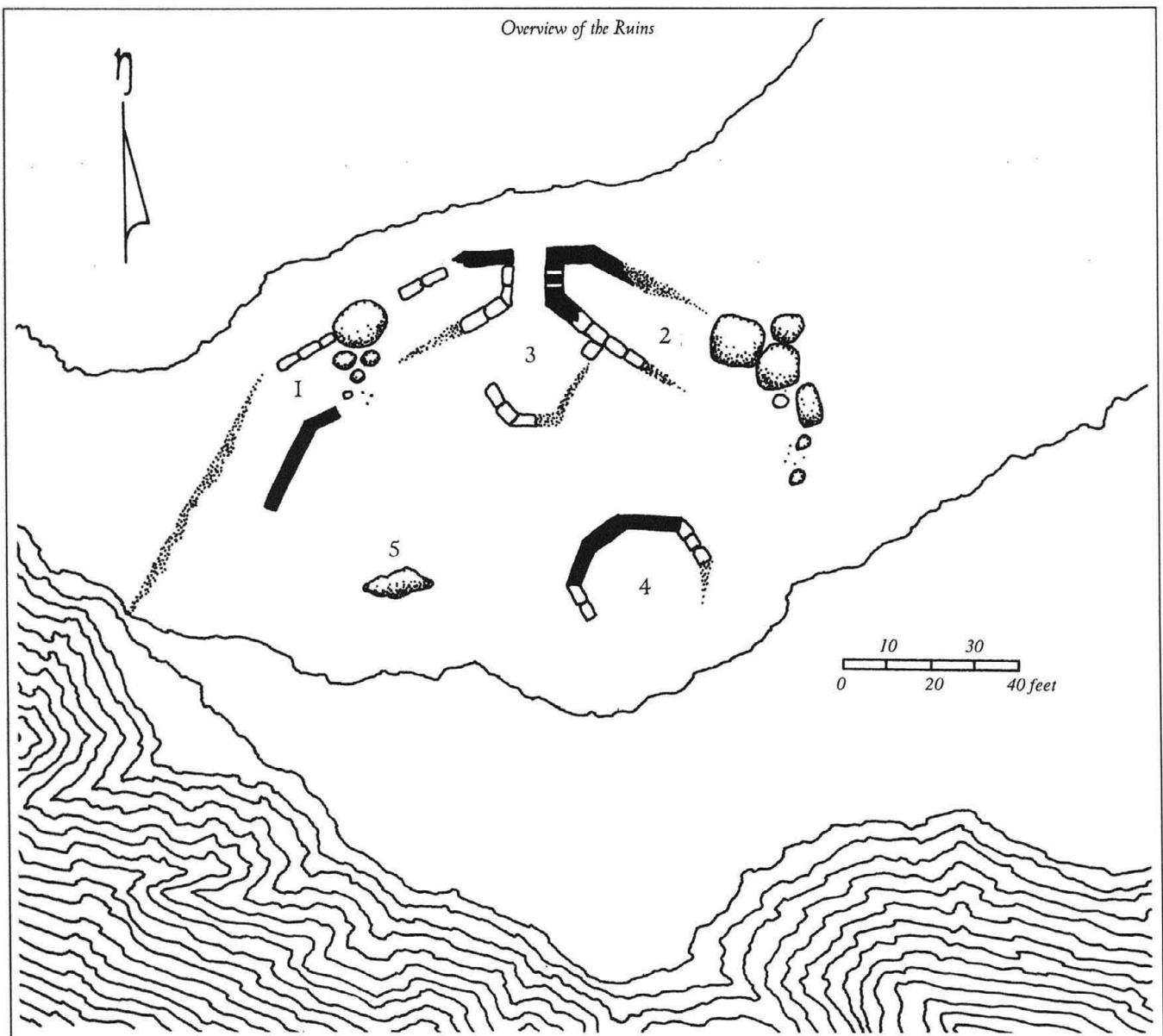
Suppose your PCs explore *Area 1* (the western defensive wall), then explore *Area 2* (eastern defensive wall), and finally return to *Area 1* to sit on the low wall there. What would you do?

First you would read aloud the highlighted text in *stage 1* and follow the instructions there. You should also show the players the map of *Area 1*. The choices at the end of *stage 1* will tell you which areas are adjacent to *Area 1* (along with a page number for the corresponding map or floorplan), rather than detailing your choice of *stages*.

Next read aloud the highlighted text from *stage 2*, and follow the directions to the GM there.

Then, when the PCs return to *Area 1* (perhaps to discuss the glimpse of the something they saw from *Area 2*), put the map of the western defensive wall down on the table and have the PCs arrange their stand-up figures there.

You may find this *sequence* easier to follow, if you make some photocopies of the maps and floorplans involved. That way you can represent the tactical situation continuously, without interruptions to allow you to read from this book!



The following list of rooms or areas should help you to locate the proper map or floorplan to use while the adventurers explore.

Ruins

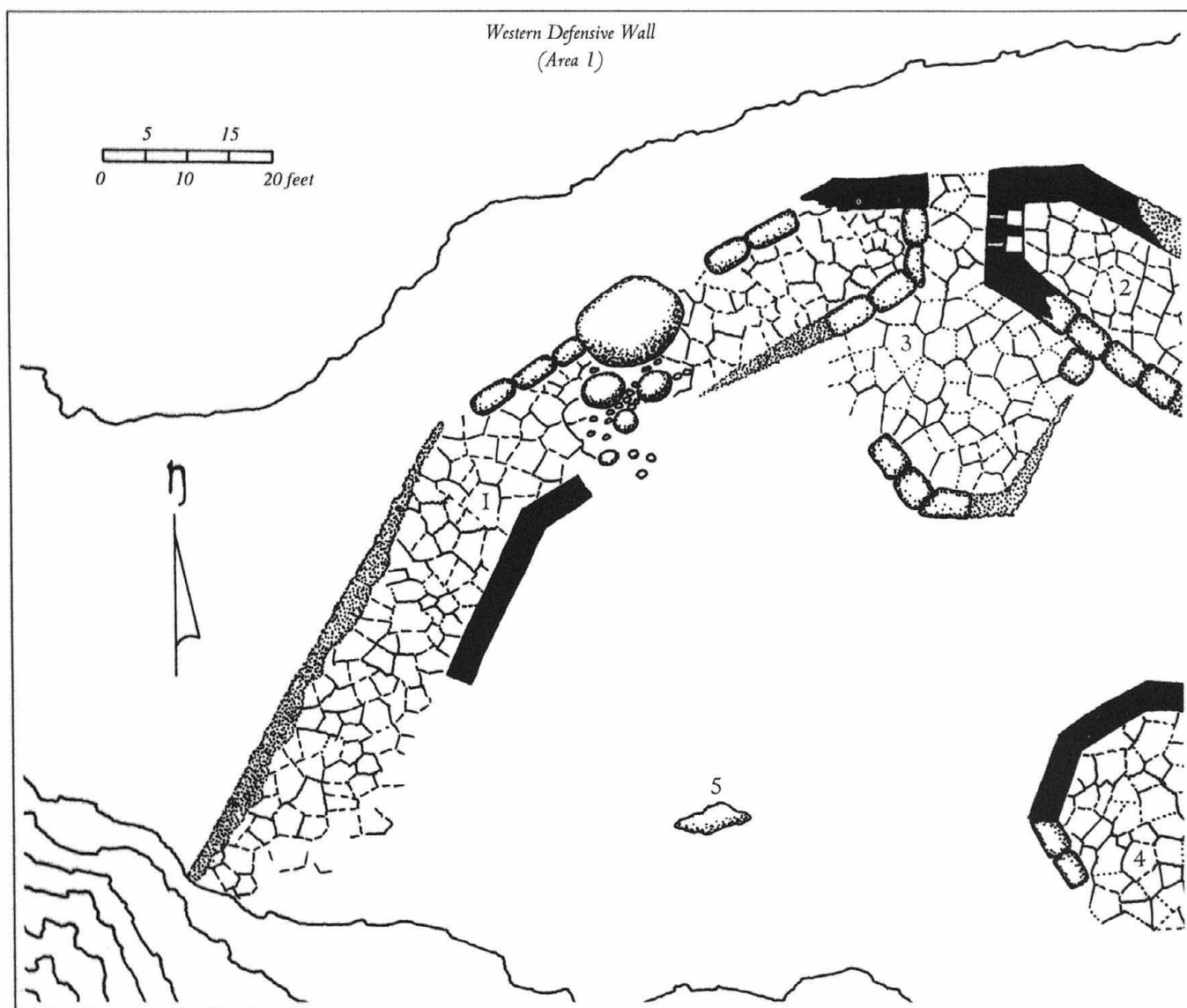
- 1 Western Defensive Wall (map on p. 50)
- 2 Eastern Defensive Wall (map on p. 51)
- 3 Gatehouse (map on p. 53)
- 4 Wellhouse (map on p. 54)
- 5 Stone with Runes (map on p. 58)

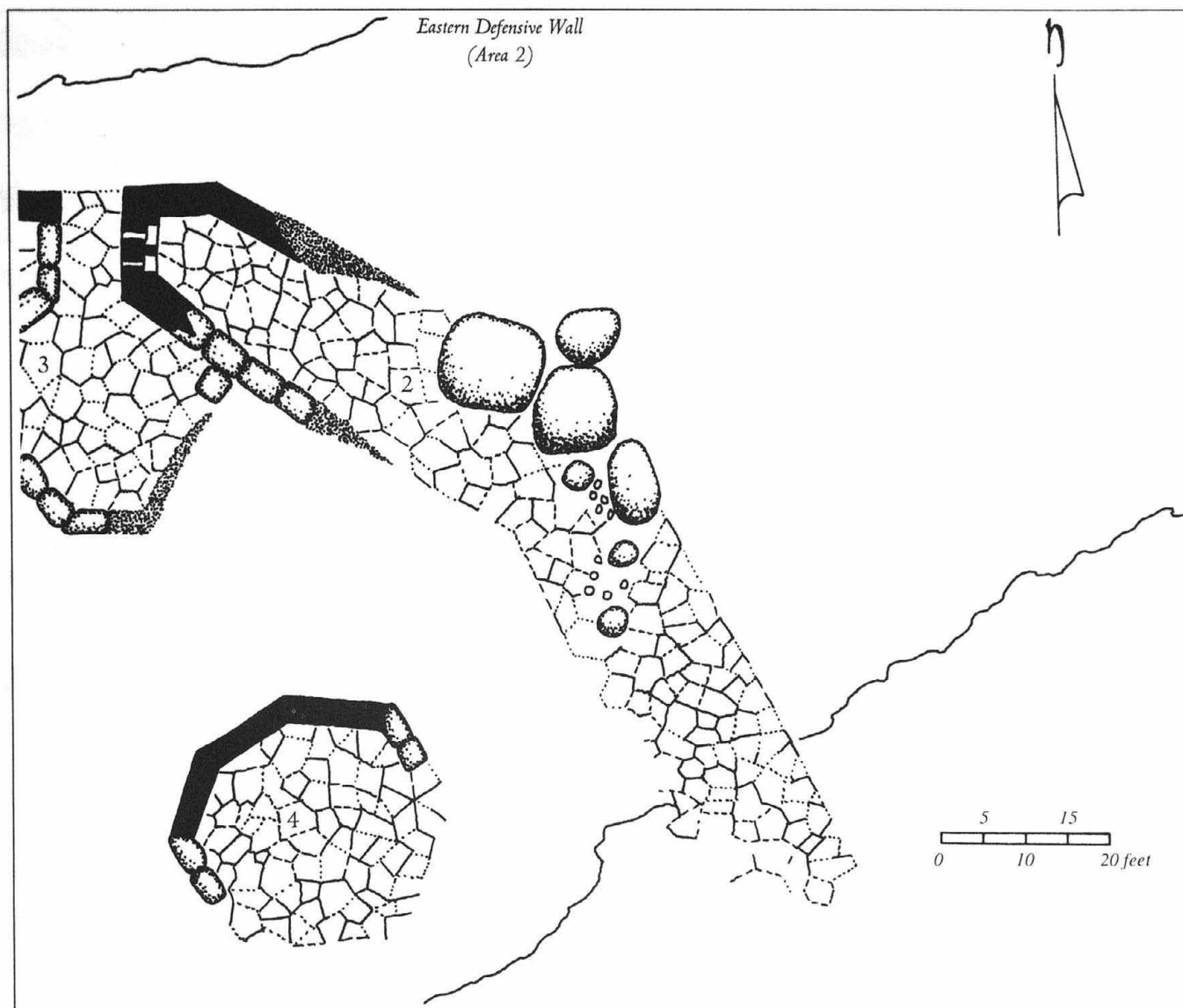
Refuge

- 6 Descending Stairway (floorplan on p. 59)
- 7 Entry Chamber (floorplan on p. 61)
- 8 Spiral Stair (floorplan on p. 64)
- 9 Lower Tunnel (floorplan on p. 63)
- 10 Storage Chamber (floorplan on p. 65)
- 11 Observation Chamber (floorplan on p. 67)
- 12 Upper Tunnel (floorplan on p. 68)
- 13 Rough Tunnel (floorplan on p. 69)

You should encourage the PCs to explore enough to meet the Rainbow's daughter (the sequence: **THE RAINBOW'S DAUGHTER** on page 71) and to find the observation chamber (*Room 11*) of the refuge.

- *After the adventurers have explored as much of the ruins and the refuge as they wish, go to page 74 for the sequence: "SWISH, SMACK! WHIP CRACK!"*





I

This stage describes the area where the western defensive wall (*Area 1*) once stood.

A small outer portion of the wall where it intersected the gatehouse is still intact, as well as the inner section where it bent to form an elbow. The stone work is impressive. The blocks were set without mortar, their surfaces chiseled perfectly smooth and at precise angles. If you were to drop a plumb line, the wall would conform exactly to the perpendicular. Only Dwarves could have done such work.

However, foundation stones, set into the rock shelf upon which the entire fortification stood, are all that remain of most of the wall. Rubble, consisting of a few boulders, many more cabbage-sized rocks, and innumerable pebbles, conceals much of these traces, except where a row or two of the Dwarven blocks survives.

- If the PCs enter the area containing the remains of the eastern defensive wall, go to **Area 2**. (map on p. 51)
- If the PCs enter the area containing the remains of the gatehouse, go to **Area 3**. (map on p. 53)
- If the PCs enter the area containing the remains of the wellhouse, go to **Area 4**. (map on p. 54)
- If the PCs enter the vicinity of the standing stone, go to **Area 5**. (map on p. 58)

This stage describes the area where the eastern defensive wall (*Area 2*) once stood.

The sole intact piece of the eastern wall possesses arrowslits. The stone edging for these apertures is cut in the unusual axe-head pattern often used by the Dwarves. The loopholes clearly overlooked the entry arch where the two arms of the defensive walls met.

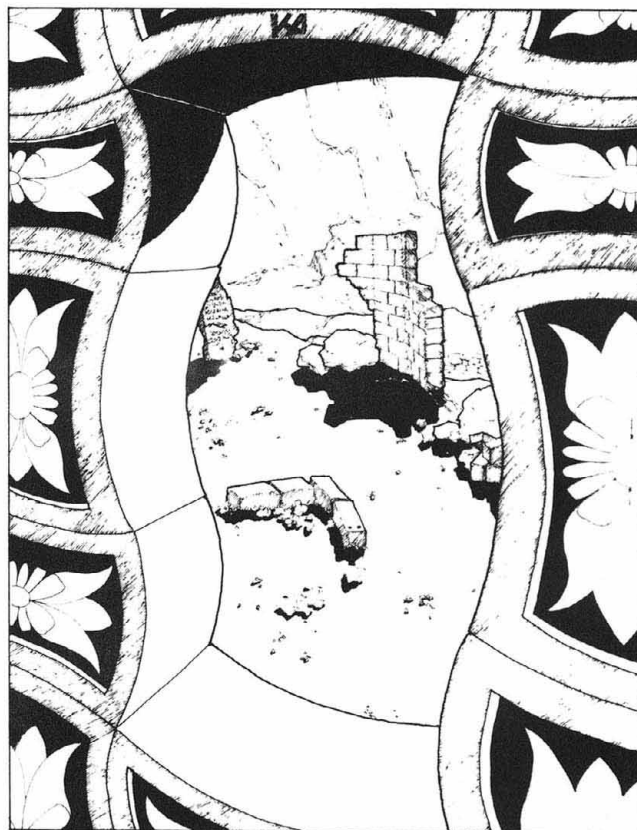
A more damaged section of wall, achieving waist height, connects to the intact wall. The rest of the area is covered in rubble, hiding even the foundations.

Have PCs exploring this area make a *Perception* roll, if they have not yet met the rainbow's daughter. If any PC's total is 9 or higher, they notice her, since she sits amidst the ruins of the wellhouse.

You catch a glimpse of something in the ruined wellhouse. Is it a ghost? A wild animal? Or a Goblin? You really can't tell at this distance.

Allow the PCs to use their *Subterfuge* bonuses if they wish to sneak toward the wellhouse.

- If the PCs now enter the area containing the remains of the wellhouse, go to *Area 4*. (map on p. 54)
- Otherwise:
 - If the PCs enter the area containing the remains of the western defensive wall, go to *Area 1*. (map on p. 50)
 - If the PCs enter the area containing the remains of the gatehouse, go to *Area 3*. (map on p. 53)
 - If the PCs enter the vicinity of the standing stone, go to *Area 5*. (map on p. 58)



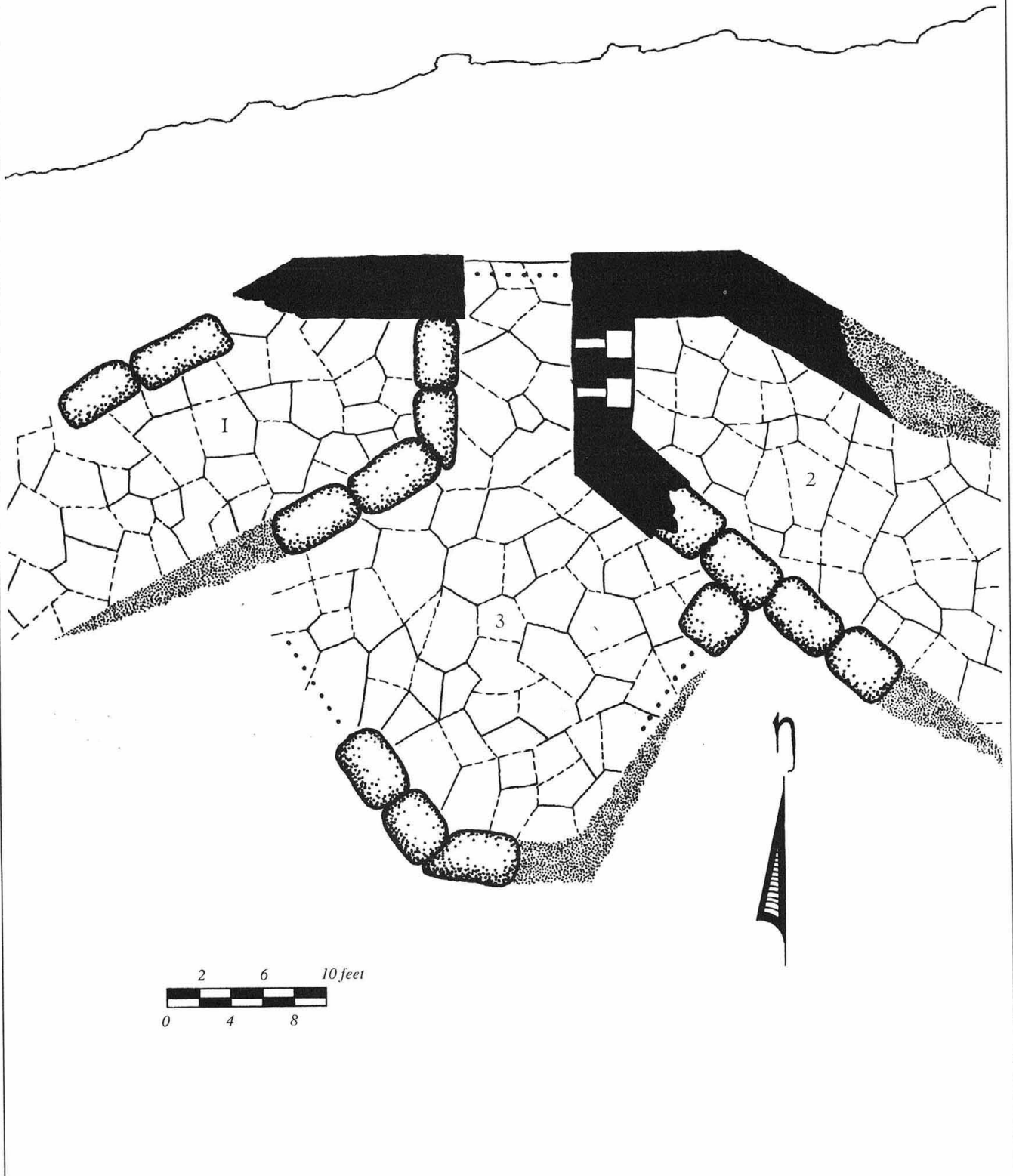
This stage describes the area where the gatehouse (*Area 3*) once stood.

Little of the gatehouse has survived. Its great iron portculli long ago withered to rust which blew away in the winds. And its tight spiral stair tilted and then tumbled to the ground under the onslaught of boulders from looming cliffs.

Moss grows on the northern faces of the knee-high wall outlining the foundations of the structure. And deep punch-holes in the stone underfoot indicate where the vertical bars of the portculli once penetrated the floor.

- If the PCs enter the area containing the remains of the western defensive wall, go to *Area 1*. (map on p. 50)
- If the PCs enter the area containing the remains of the eastern defensive wall, go to *Area 2*. (map on p. 51)
- If the PCs enter the area containing the remains of the wellhouse, go to *Area 4*. (map on p. 54)
- If the PCs enter the vicinity of the standing stone, go to *Area 5*. (map on p. 58)

Gatehouse
(Area 3)



This stage describes the area where the wellhouse (Area 4) once stood.

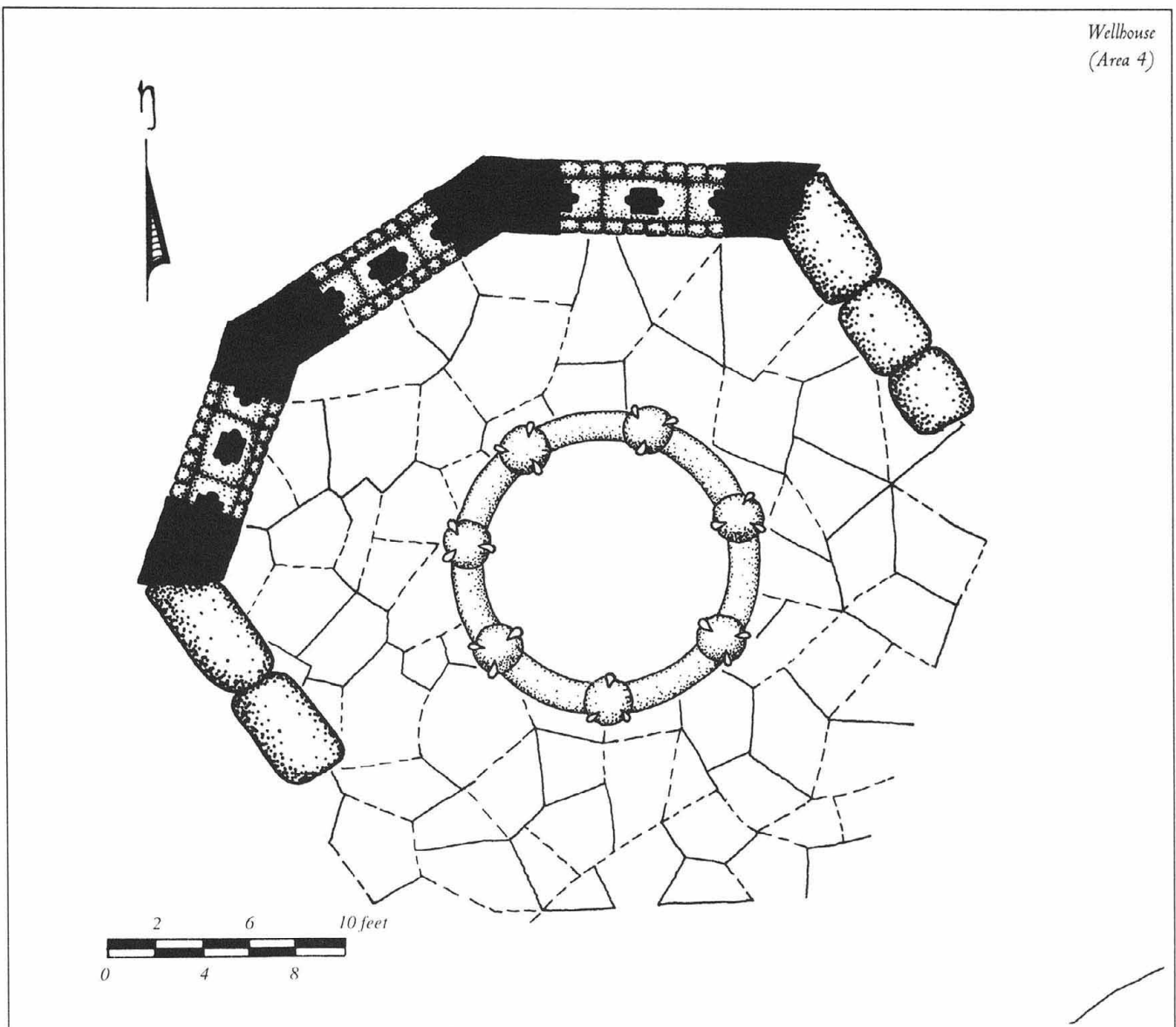
The wellhouse looks nearly whole from the northwest. The three walls there are missing no stones; indeed, on the interior, the rests for the bracing that supported the roof are still present. Two arched windows, displaying a diamond-pattern stonework border and a sill, pierce each wall to let in light.

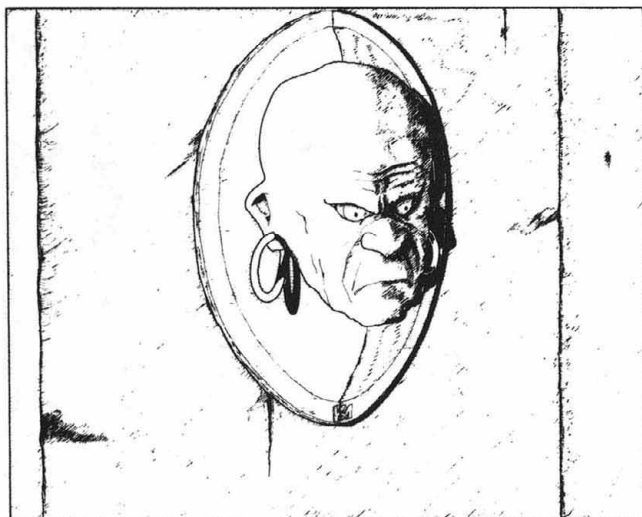
The illusion of completeness is shattered from other angles. The northeast and southwest walls rise only to a man's waist, while the southeastern wall is marked by only the foundation stones.

Within the ruined structure, the low marble wall guarding the well opening is intact. Seven ornamental marble globes rest in talon-shaped cradles at intervals on the walltop.

However, all the masonry, splendid as it is, fades to insignificance when you see the forlorn girl who sits on the well's wall leaning against one of the ornaments.

- Now, go to page 71 for stage 1 of THE RAINBOW'S DAUGHTER.





5

This stage describes the stone with runes (Area 5).

This stone is no boulder placed at random by the laws of gravity. Although its corners and edges have chipped and cracked to become jagged and uneven, its height and relatively thin silhouette are very different from the rounded rocks that litter the surrounding courtyard. Additionally, linear runes are carved deeply into its surface.

The runes are the angular Dwarvish *Angerthas Moria* according to the mode of Erebor. Gláin can read them. And, because they are related to the runes (“Cirth”) used by the Elves for writing the Sindarin tongue, Gallind and Rilwen can read them, too, albeit haltingly.

(Those of you from Bree-land use the more rounded, flowing letters—called Tengwar by the Elves—for writing.)

However, the words are in Quenya, the High-elven tongue—and none of you are fluent in it! Indeed, Gláin, Tatharína, Tolman, and Lily don’t know any Quenya at all.

Fortunately, many of the songs and poems of Rivendell are composed in the High tongue. Gallind and Rilwen should be able to translate the runes, if they work together.

In fact, the message on the stone is inscribed from back to front. Additionally, some Dwarvish quirks make it less than straight forward to decipher. Show your players the text below after Gallind and Rilwen have worked on it for awhile.

It doesn’t make much sense, but this what the Elves have in Quenya (translated to English, of course, for your benefit!).

heof yht woc dra jewop yht druoh lliw, lla fo theghih, yjethym jehtora.

Btruob fo hthaef dra lluf hllahgrijph—jocub ot dael lliw yaw reddih a.

hjaeph h’jaef djaw ot gribmilc elihw wol wob. Djaug yht peek tub, riaga drecha.

Ti hguojht hhap reht dra tejceh a keeh, dedruojjuh eroth ri, peed deijub rebw.

Ekah h’ytefah jof bork grirwojff hcae hhejp. Etaf fo bleehw grihhalc eht ejaweb.

Latjop repo eht hguojht dreched, huoveijg eb hecrathmucjic yht fi dra. herob yht djaug Laham taht yajp. Teef yht woleb heil Egufej fo Jood a.

I, Djómaj, made thih pojtal. Ráli of Ejeboj cajved thehe jureh.

Remind Gláin that the Dwarvish runes are a little different from the Elvish. Have him make an *Intelligence* roll for the following bit of trivia—the symbols that Rilwen and Gallind know as *n*, *r*, *s*, and *z* are, among the Dwarves, *r*, *j*, *h*, and *n*. Transposing letters, the following is the result.

It still reads as gibberish. Could it be in code?

Seof yht woc dna rewop yht dnuos lliw, lla fo tseghih, yjetsym rehtona.

Btnuob fo stsaef dna lluf sllahgnirps—roccus ot dael lliw yaw neddih a.

Sraeps s’raef draw ot gnibmilc elihw wol wob. Draug yht peek tub, niaga dneesa.

Ti hguorht ssap neht dna terces a kees, dednuorrus enots ni, peed deirub nehwh.

Ekas s’ytefas rof bonk gninworff hcae sserp. Etaf fo sleehw gnihsalc eht eraweb.

Latrop nepo eht hguorht dneesed, suoveirg eb secnatmucric yht fi dna. Senob yht draug Laham taht yarp. Teef yht woleb seil Egufes fo Rood a.

I, Drómaj, made this portal. Náli of Erebor carved these runes.

Let the players study the gibberish for as long as it takes them to figure it out. Avoid prompting them, because they will feel much prouder of their accomplishment if they solve the mystery by themselves. Only if you start seeing signs of frustration should you give them a hint—such as: “Lily remembers reading a story, back in her irresponsible tweens, called *Through the Looking Glass*.”

When the players guess that the message is backwards, read it aloud to them.

You’ve got it!

A Door of Refuge lies below thy feet. Pray that Mahal guard thy bones. And if thy circumstances be grievous, descend through the open portal.

Beware the clashing wheels of fate. Press each frowning knob for safety’s sake.

When buried deep, in stone surrounded, seek a secret and then pass through it.

Ascend again, but keep thy guard. Bow low while climbing to ward fear’s spears.

A hidden way will lead to succor—springhalls full and feasts of bounty.

Another mystery, highest of all, will sound thy power and cow thy foes.

I, Drómar, made this portal. Náli of Erebor carved these runes.

Encourage the players to find the Door of Refuge. They can all do some more puzzle solving, which should end with one of them pronouncing the phrase: “Mahal guard my bones.”

When the proper words are spoken, describe the opening of the trap door.

Nothing was visible in the rock at the stone’s foot before you uttered the phrase “Mahal guard my bones.” Now, however, you see dark cracks appearing in the surface. They form a square which swings open and upward slowly on hidden hinges.

An iron handle is visible on the inner surface of the door. A stairway descends beneath the standing stone, its treads swiftly fading in the darkness that fills the passage.

What do you do next?



With the door open, the PCs can now explore the first chambers of the Dwarven refuge (numbers 6 & 7).

Of course, the adventurers may choose to finish exploring the ruins above ground before they solve the mystery of the hidden door.

- If the PCs have solved the riddle of the door and choose to descend the newly revealed stairs, go to **Room 6**. (floorplan on p. 59)
- Otherwise:
 - If the PCs enter the area containing the remains of the western defensive wall, go to **Area 1**. (map on p. 50)
 - If the PCs enter the area containing the remains of the eastern defensive wall, go to **Area 2**. (map on p. 51)
 - If the PCs enter the area containing the remains of the gatehouse, go to **Area 3**. (map on p. 53)
 - If the PCs enter the area containing the remains of the wellhouse, go to **Area 4**. (map on p. 54)

GM NOTE

The wheel trap involves a 3-ton stone wheel, 7' in diameter and 1' thick. It rests in a slot cut in the righthand wall. A false facade conceals this wheel well, which faces a slightly lower vacant well in the left wall.

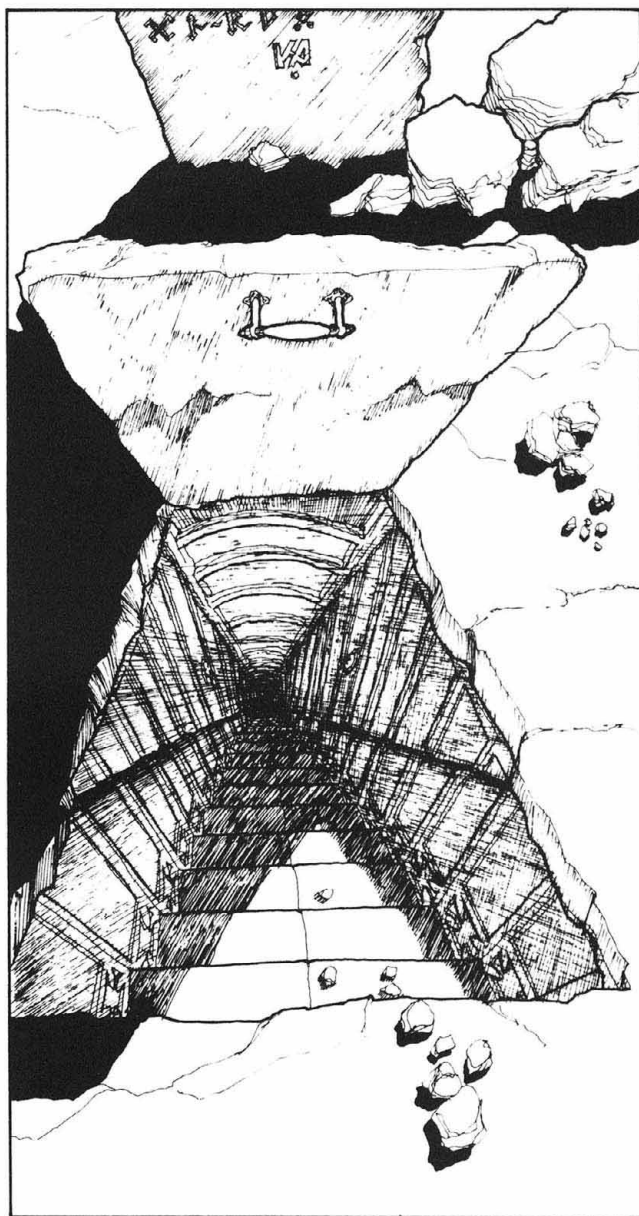
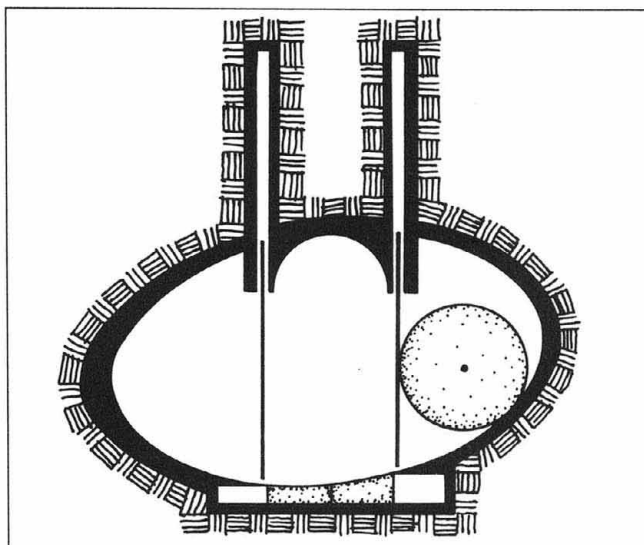
The stone panels also hide sliding stone blocks. One block lies below the wheel housing and has an upper surface carved to flow down and out and meet the matching curve of the block across the stairwell. An iron railing is attached to the upper surface. It matches a groove carved in the perimeter of the wheel, thus guiding this massive disk across the stair tread. Called "resting blocks" by the Naugrim, the stones slide in grooves disguised as cracks in the step.

When a traveler steps onto the trapped tread, his or her weight depresses the tread and sets in motion steel rods which turn turn gears and set a series of huge counterweights in motion. Imbedded deep in the walls, the weights raise the facade panels and drive the two resting blocks out of the walls. These meet in the center of the tread, crushing the feet of a traveler lacking the agility to leap out of harm's way.

Almost immediately, the wheel rolls out of its well. Following the curved bed created by the resting blocks, it sweeps into the well on the left and bounces back, rolling across the resting blocks again. On its journey back, it trips a mechanism that winds the cables attached to a center spindle in the wheel. The cables winch the wheel fully back into its well. Then the facade panels drop, and the resting blocks recede. This rearms the trap.

The victim, probably crushed to a pulp, then tumbles to the bottom of the stairs. Pressing the frowning stone bosses placed immediately before each wheel trap freezes the trap temporarily. Weight on the trigger tread re-arms it. Thus each individual descending or ascending the stairs must press the boss—or skip the step.

Of course, PCs who trigger the trap should get a *maneuver* roll to avoid being crushed by it! For those who fail their *maneuvers*, the wheel has a +3 *Offensive bonus* on the *Combat Table* (however, multiply the *Damage* result by 4). *Defense bonuses* due to shields or armor do not apply against the wheel.



This stage describes the stairway (Room 6) that descends from the stone of runes.

The descending stair is a straight one—it does not curve or spiral. The treads are level and even and broad, accommodating even Elven or Mannish feet! A horizontal crevice is carved in the walls on both sides at about the height of a bannister or railing—it is just right for Gláin, but a bit high for the Hobbits and a tad low for Tatharina, Rilwen, and Gallind.

Above the bannister-crevice are round bosses set at 7-foot intervals. The first of these has a grinning face carved on its convex surface, but the second displays a frowning visage. The third is lost in darkness.

Do you start down the stairs?

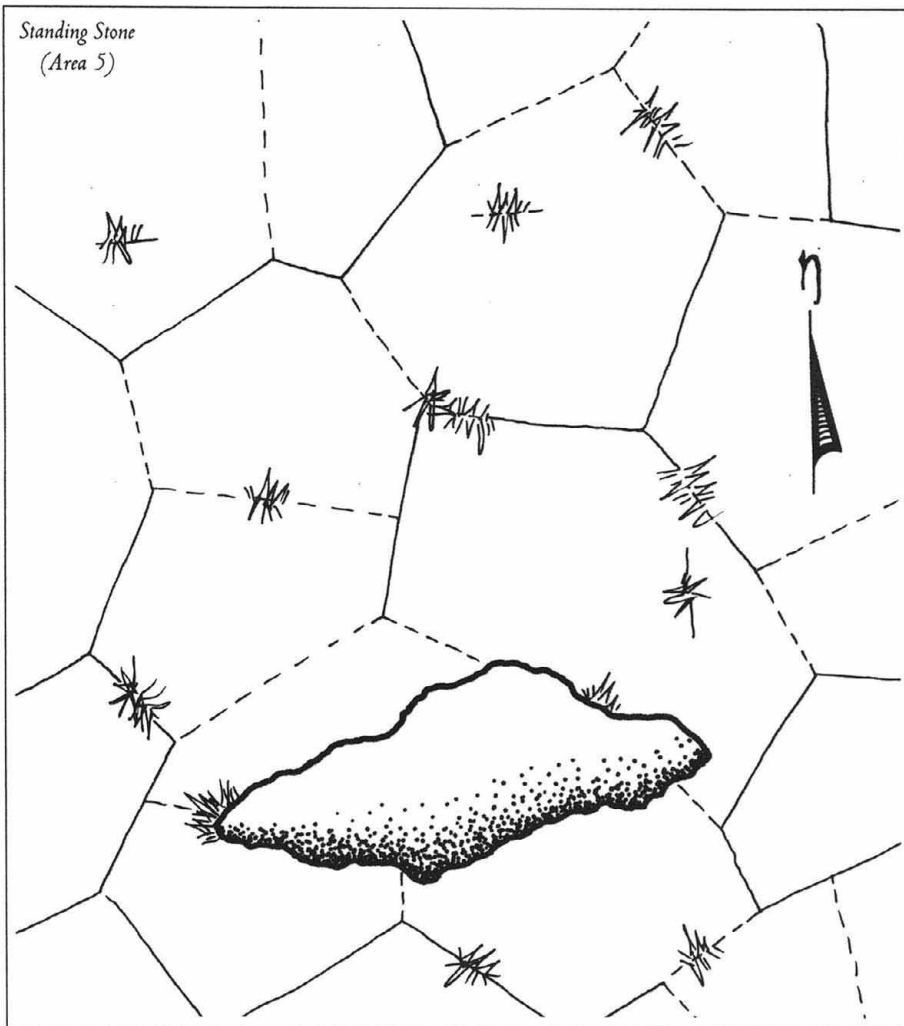
There are two wheel traps located on the stair, one on the fourteenth step (counting from the top) and the other on the twenty-eighth. See the GM note for details.

Sufficient light penetrates from the trap door, if it is left open, to allow the PCs to see while descending the stair if they go slowly enough to let their eyes adjust. They will need lanterns or torches in the room below (Room 7), however.

When the adventurers start down, describe their experiences. (Do not read the following text to PCs who remain above ground!)

The stairway is narrow, just three feet wide, allowing you to place one hand on each bannister. When you reach the first set of bosses, your eyes have adjusted to the dimmer light, but the stair's end remains lost in darkness.

Standing Stone
(Area 5)



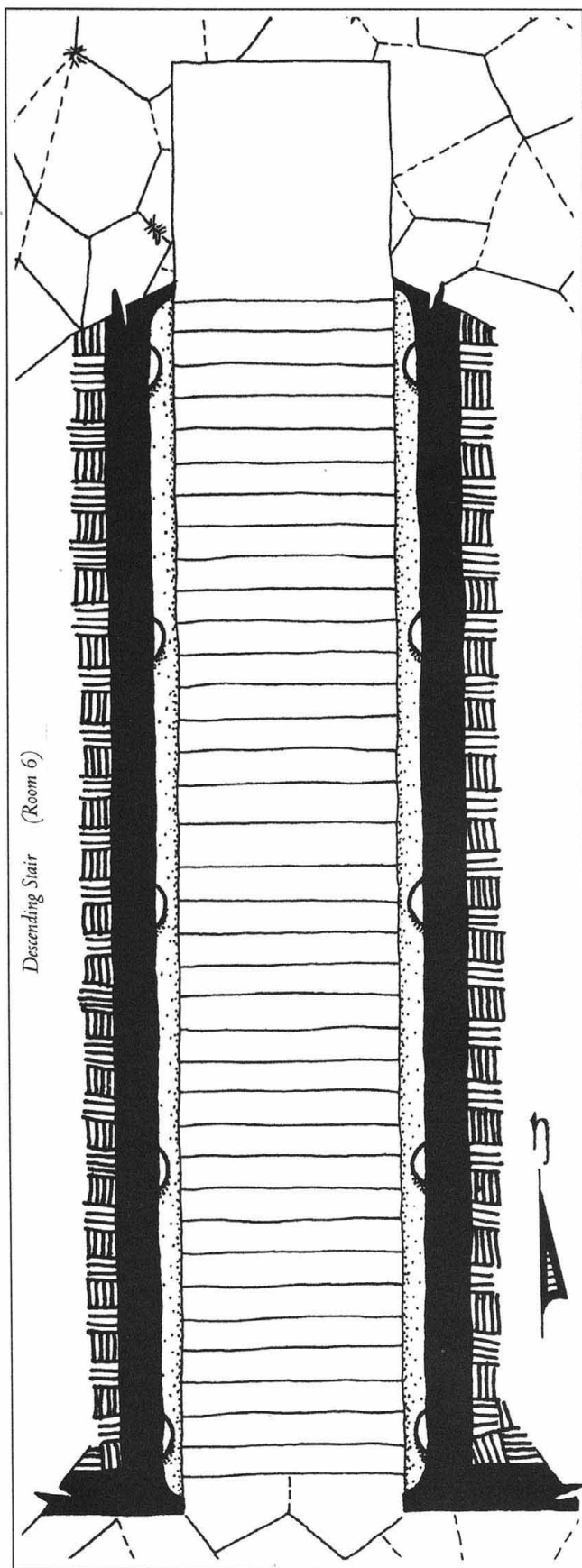
The second set of bosses might well be the “frowning knobs” mentioned in Dwarven runes. Deep lines furrow the forehead of the face carved in the stone, and the corners of its mouth turn down.

Give the PCs a chance to disarm the wheel trap by thinking to press the bosses. (If they don’t disarm the trap, give the “point man” a chance to jump out of the way of the wheel as it rolls out of the wall.)

Assuming they are clever enough to follow the hint on the standing stone (*press each frowning knob for safety’s sake*), continue to describe the descent down the stair.

The slightest pressure on the knobs causes the stones to move, withdrawing farther into the wall by perhaps half an inch.

After you’ve taken two more steps downward, you hear a click behind you. You and the PC following you may make a *Perception* roll.



Descending Stair (Room 6)

PCs with results of 9 or higher will notice that the boss has sprung back out from its recessed position. Tell them this information before describing the rest of their descent.

Now you can see the bottom of the stair. The last step is located just outside an arched doorway. On the other side, a smooth stone floor stretches into absolute blackness. However, you must descend another thirty feet to get there.

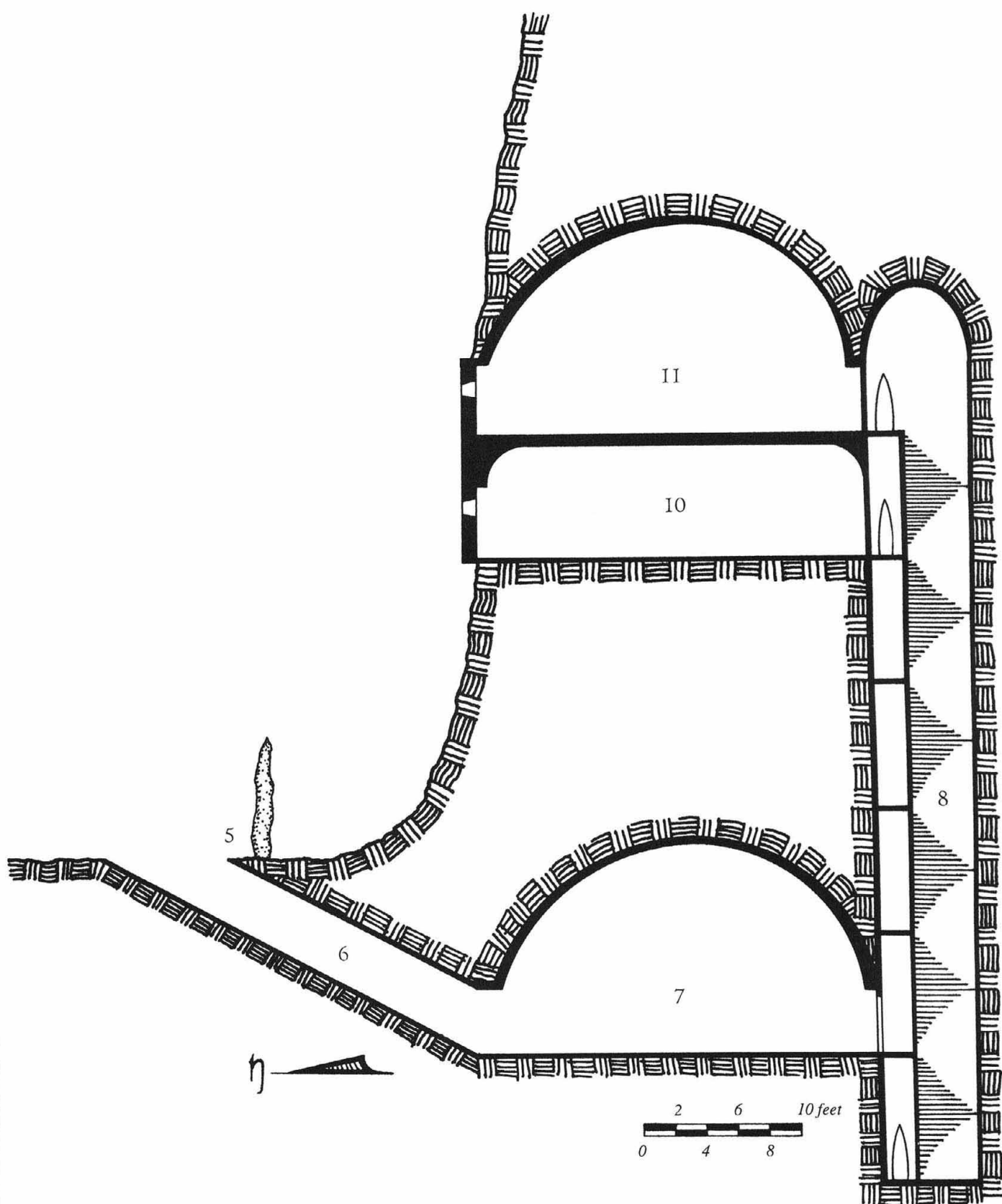
You pass another set of stone bosses, these with a twisted smile and a quizzical look in the eyes. They cannot be pushed into the wall no matter how hard you press.

Farther down, the fourth pair of bosses portray a woeful face with a tear dripping down one cheek. They recede into the wall in response to light pressure. And they rebound with a click when your weight leaves the step just beyond.

The fifth pair of bosses bear smiles that seem to say "I've got a secret; don't you wish you knew it!" Passing them, you reach the bottom of the steps. Have you got a lit torch or lantern?

- If the PCs enter the chamber at the bottom of the stairs, go to *Room 7*. (floorplan on p. 61)
- If the PCs return above ground, go to *Area 5*. (map on p. 58)





Section of the Dwarven Refuge

This stage describes the chamber (Room 7) at the bottom of the descending stairway. The description assumes that the PCs have a source of light.

The chamber holds the still, cool air typical of underground spaces. Large, seven-sided flagstones make up its floor, while the walls display a band stone pattern: three rows of square blocks topped by long, thin, and highly polished slabs, followed by three more files of squares.

The walls uphold a shallow vault which is supported by massive, arching ribs of carved stone. The faces that ornamented the stairway appear again in the spherical knobs that punctuate the curved beams.

If you wish to examine the room more closely, make a *Perception* roll.

Because the PCs know to look for a secret, they can find the hidden door with a successful *Perception* $\Delta 8$ maneuver. (Less informed individuals would be making a *Perception* $\Delta 13$ maneuver.)

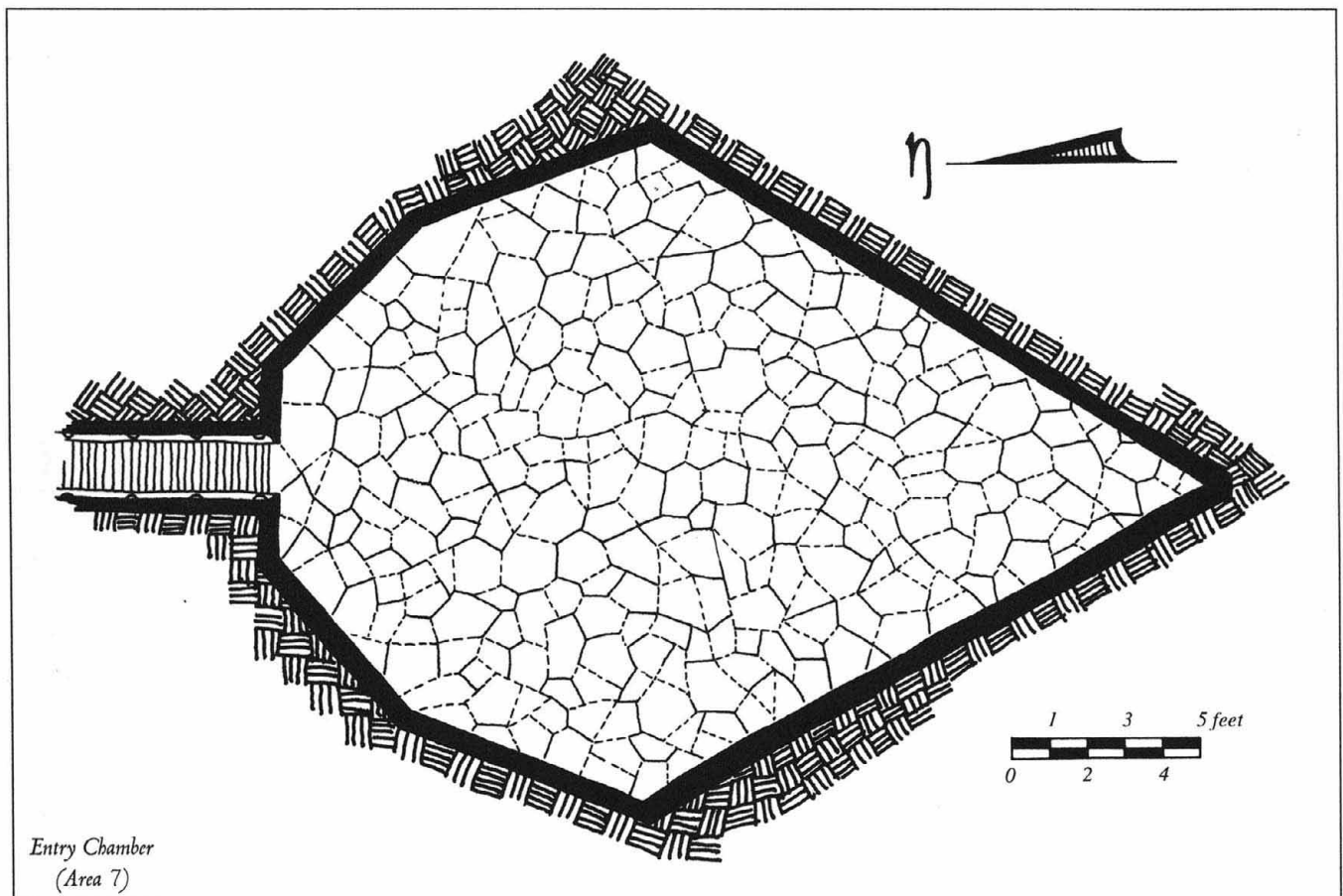
By brushing your fingertips lightly across the walls, you discover a crack in the stone which is deeper than it looks. It is located near the corner opposite the stair from which you entered. The cranny permits you to curl your fingers under the stone block, thus giving you some leverage to pull it out from the wall.

In response to your tug, the entire corner of the room swings toward you and reveals a doorway into another stairwell!

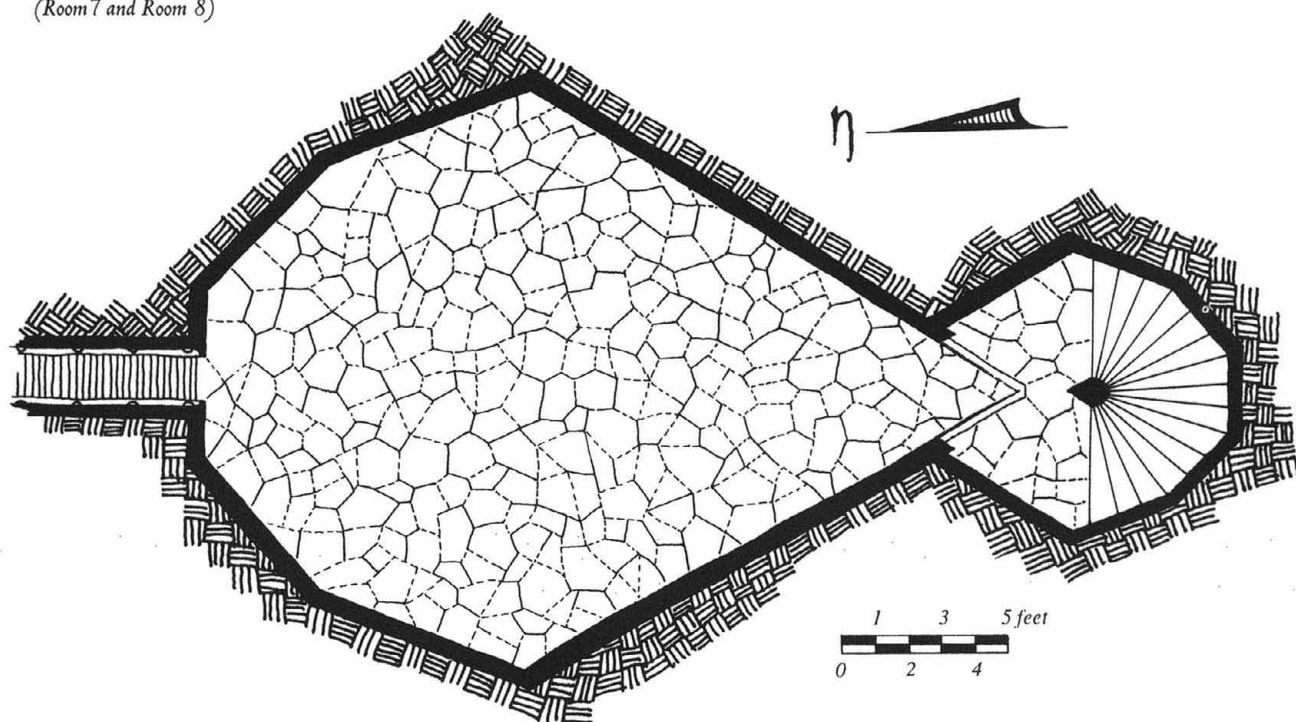
What do you do now?

The PCs may explore the stairwell (Room 8) and the lower tunnel (Room 9) if they wish.

- If the PCs have found the concealed door and choose to enter the chamber behind it, go to Room 8. (floorplan on p. 64)
- If the PCs return above ground, go to Room 6. (floorplan on p. 59)



Entry Chamber and Spiral Stair
(Room 7 and Room 8)



GM NOTE

A serrated steel skewer is set into a wall housing in the perimeter of the spiral stair (Room 8). The skewer is attached to a gear mechanism which is driven by movements of the trapped stair step. As the step drops under a weight of thirty-five pounds or more, a shaft turns a series of wheels which drive the spike outward across the stairwell and into the central pillar. When the spear penetrates the victim, taking weight off of the stair tread, the gear mechanism retracts the spike.

The two spear traps in this stairwell have no jamming mechanism. However, the spear emerges from its housing 3 feet above the stair tread. Alert PCs should be able to crawl up the stair and thus avoid being skewered. If they ignore the warning on the standing stone, allow the first PC triggering the trap a *Movement* maneuver. If he or she fails the maneuver, the spear has a +1 *Offensive* bonus on the *Combat Table* and adds +2 to the *Damage* result. *Defense* bonuses due to shields do not apply against the spear.

8

This stage describes the spiral stair (Room 8) behind the hidden door. The description assumes that the PCs have a source of light.

Allow the PCs to check for traps. Finding the spear trap on the sixth step is a *Perception* Δ9 maneuver. Finding the one on the sixty-sixth step is a *Perception* Δ8 maneuver.

The stairs spiral around a central seven-sided pillar within a seven-sided room. Every twenty-one steps, there is a landing.

On this level, the steps to the left go up, while those to the right go down.

The stairwell begins on the level below you. A simple archway there leads into a vaulted tunnel traveling east.

Going up, you pass four landings.

On the sixth step, a spring-loaded spear shoots out from the wall! If you are bent low (as recommended by the runes) you come to no harm.

Another spear shoots from the wall on the sixty-sixth step! If you are a Hobbit, it whistles over your head. But if you are an Elf, a Man, or a Dwarf...watch out!

The fifth landing is the topmost. You appear to have come to a dead end.

What do you do next?

Use the *Combat Table* to determine the damage done to PCs who do not crouch to avoid the spear trap. See the GM note for details on the trap.

The adventurers may explore the lower tunnel (Room 9), if they wish.

Encourage them to search the spiral stair in the same fashion they examined the entry chamber (Room 7). There are three secret doors opening off different landings of the stairwell: two of them on the fourth landing, and one on the fifth landing.

Discerning the hidden door into the storage chamber (Room 10) is a *Perception* $\Delta 8$ maneuver, as is finding the door to the tunnel (Room 12).

The secret door into the observation chamber (Room 11) is harder to perceive, requiring a *Perception* $\Delta 10$ maneuver.

- If the PCs enter the lower tunnel, go to Room 9. (floorplan on p. 63)
- If the PCs have found the hidden door into the storage chamber and open it, go to Room 10. (floorplan on p. 65)
- If the PCs have found the hidden door into the upper tunnel and open it, go to Room 12. (floorplan on p. 68)
- If the PCs have found the hidden door into the observation chamber and open it, go to Room 11. (floorplan on p. 67)
- If the PCs return to the entry chamber, go to Room 7. (floorplan on p. 61)

9

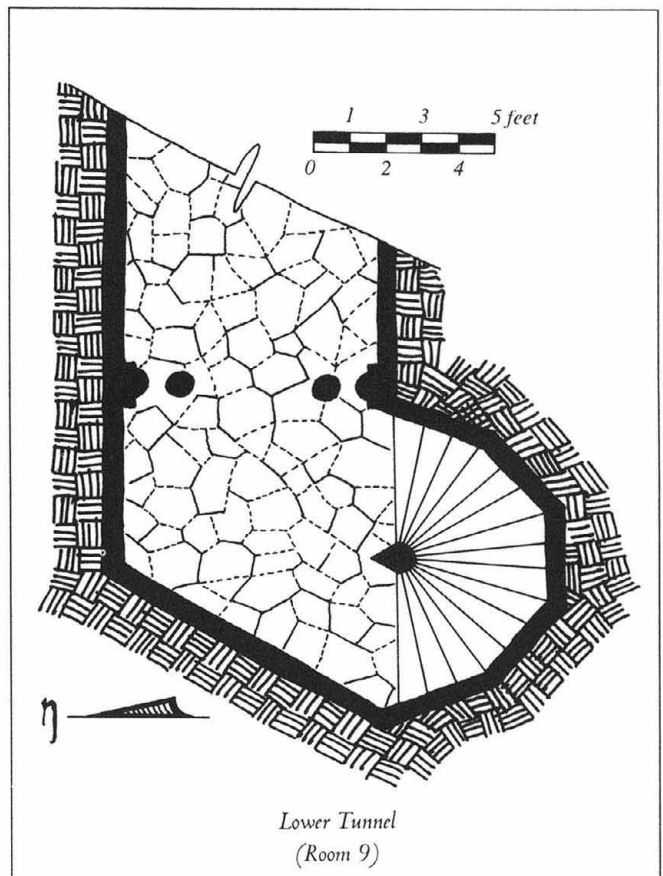
This stage describes the lower tunnel (Room 9) to which the stair descends. The description assumes that the PCs have a source of light.

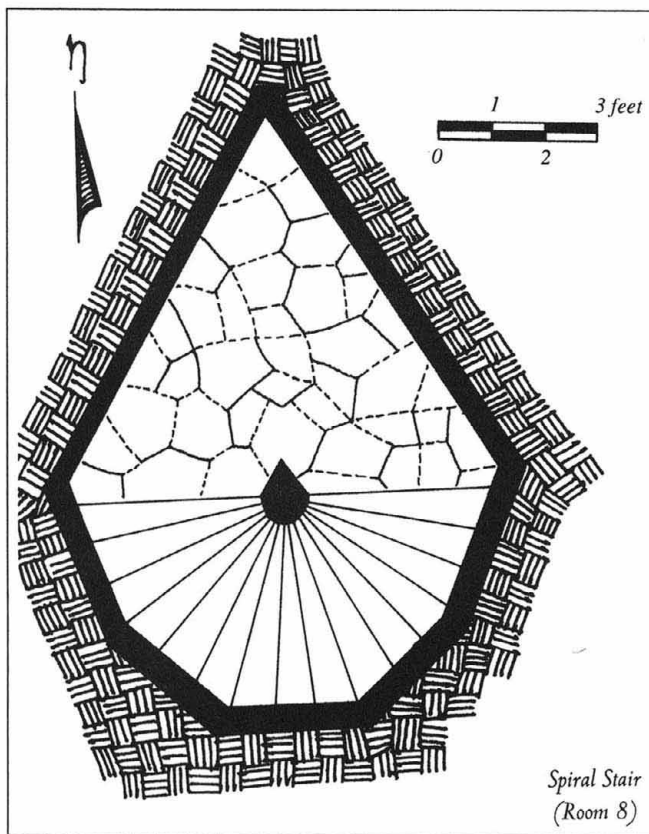
The tunnel slants steadily downward. The stonework shows few signs of wear, but is covered by a thick coat of mold. The air is unusually damp, and the footing is slippery.

Perhaps fifty paces from the stairwell, you encounter a skimming of water on the floor. The water grows steadily deeper as the tunnel continues. You'll be wet to your knees if you continue much farther. Perhaps you'd best turn back!

Eventually, the water level reaches the ceiling. PCs who can swim underwater for one hundred yards could reach the other side of the submerged area, although you should discourage them from trying. The tunnel emerges from under the ground on a mountainside five miles to the east.

- When the PCs return to the spiral stair, go to Room 8. (floorplan on p. 64)





10

This stage describes the storage chamber (*Room 10*) behind the western secret door on the fourth landing.

Like the portal connecting the entry chamber to the spiral stair, this door is marvelously balanced on its hinges. It is solid stone and must weigh at least half a ton. Yet, once you find its hidden latch, it swings easily with a gentle push of your hand.

The chamber beyond the door is shaped like the entry chamber below. However, seven narrow windows, designed to serve as arrow loops, pierce the farther wall. Sliding panels of stone shutter these openings, concealing them from the outside and keeping the wind and weather out.

Low basins filled with water are located against the east and west walls of the chamber. Fresh water pours into each from a spigot. Drains carry it away before it can stagnate.

Niches in the walls hold weapons and gear to replenish the stores of travelers who have lost critical items. Unfortunately, the foodstuffs included amongst the gear have perished long ago.

An unlit brazier, its iron legs set into the floor, occupies the middle of the chamber. In winter, its warmth would be a necessity. Even now, in summer time, a fire might drive the chill out of this stone enclosure.

The following is a list of the items located in the room's niches. Your adventurers may choose to examine the contents in detail! None of the items, except the brazier, are magical.

- 1) Leather Armor, sized for a Dwarf
- 2) Wall Shield, +2 to *Defensive bonus*; -2 to *Magical bonus*; -1 to *Movement bonus*
- 3) Leather Armor, sized for an Elf or a slender Man
- 4) Chain Armor, sized for a Dwarf
- 5) Shield, normal
- 6) Warhammers, three of them
- 7) Spears, seven of them
- 8) Crossbows, nine of them, 200' range, +1 *damage*
- 9) Wax from perished cheese rounds
- 10) Empty cask of wine
- 11) Empty cask of salt pork
- 12) Empty and torn sack of flour
- 13) Twenty moth-eaten, but serviceable wool blankets
- 14) Brazier; striking tinder and flint as though to kindle fuel in the brazier causes magical flames to ignite; they burn until those taking shelter there depart; the flames vary their heat to maintain a comfortable temperature in the chamber
- 15) Bronze cannister with a lid that twists open; inside are 21 dried blossoms of *Starbell*; each heals 1-3 points of damage and/or accelerates the healing process of one sprained muscle (each day of healing requires only 1 hour)
- 16) Leather box; inside are 14 berries known as *Beggar's Apple*; each heals 12 points of damage when eaten
- 17) Copper casket; holds 57 *Fireseeds*; each seed heals 1-2 points of damage and/or stops a wound from bleeding

Allow the PCs to linger here, if they wish. Tolman and Gallind might pick through the gear, while Gláin tinkers with the brazier and Lily opens a shutter to look at the view or check on the rainbow's daughter.

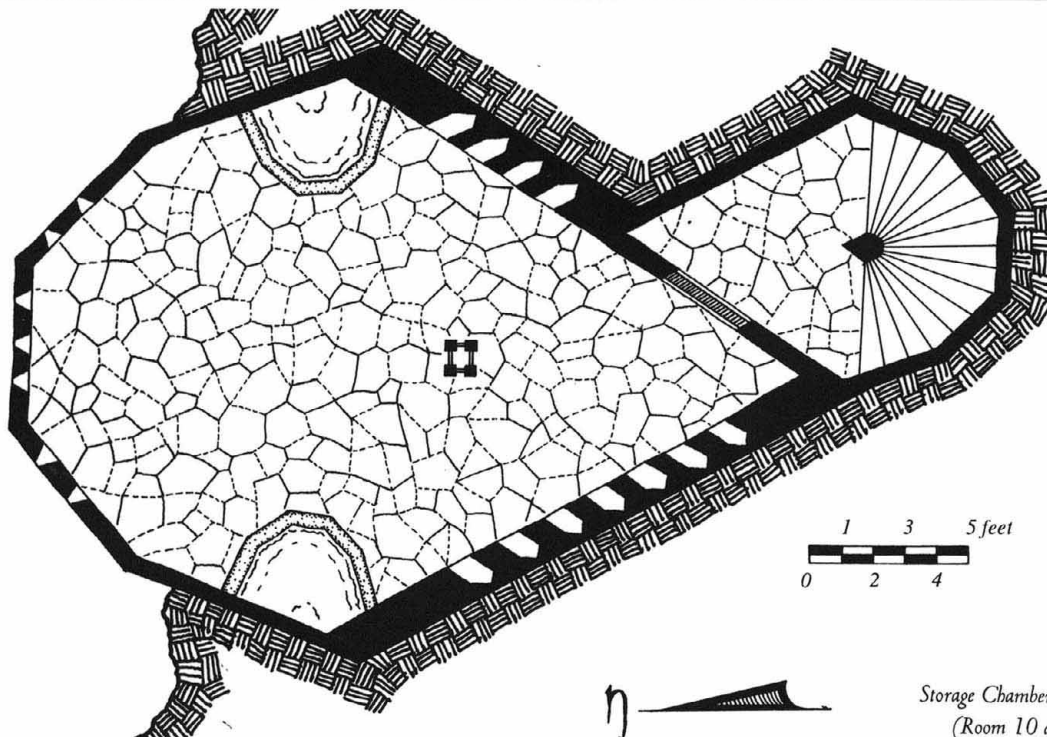
• When the PCs return to the spiral stair, go to **Room 8**.
(floorplan on p. 64)

GM NOTE

The items found on the three skeletons in the observation chamber (Room 11) are listed below with their powers.

- 1) Tunic and trousers, made of supple brown leather, two of each, sized to fit Orcs; acts as normal leather armor
- 2) Boots, two pairs; made of brown leather; one pair sized to fit a foot 10" long and 4" wide; the other 12" long and 4½" wide
- 3) Pot-shaped leather helms, two
- 4) Iron daggers, two; blades will break if snake eyes (two 1's) are rolled when attacking
- 5) Sets of lock picks, two; +1 to picking locks using the *Subterfuge bonus*
- 6) Rope coils, two; 20' each; will break when more than 10 lbs. of force applied
- 7) Elven cloak; made of shimmering grey material; takes on a greenish or brownish hue when worn in the forest, blue on the water, charcoal at night; subtracts 2 from an observer's *Perception* roll
- 8) Elven tunic and hose; same powers as the Elven cloak; penalty to observer's *Perception* is **not** cumulative with that from the cloak

- 9) Boots; made of greyish green leather; add +1 to the *maneuver* made by the wearer when landing from a leap or a fall
- 10) Pin; mithril, will not tarnish; magical; adds +1 to wearer's *Defense bonus*
- 11) Long bow; 300' range; magical, +1 *Damage*
- 12) Long knife; acts as a sword (+1 *Damage*); sized so that a very small person (a Hobbit, for example) could use it
- 13) Rolled parchment (see *stage 11*)
- 14) Elven rope; 50' coil; silken and light; holds 300 lbs. without breaking; knots untie at the tiers desire
- 15) Lembas; enough for 12 slices; one slice will sustain an individual for 3 days
- 16) Flask of *míruvor*; light, refreshing liquid; about 12 oz.; one sip (1 oz.) acts as an hour's nap, reviving a tired individual
- 17) Tent; made of the same material as the Elven cloak; sheds water; will not blow down in a heavy wind; blends with its surroundings (subtract 1 from an observer's *Perception* roll)



Storage Chamber and Spiral Stair
(Room 10 and Room 8)

II

This stage describes the observation chamber (Room 11) behind the secret door on the fifth landing.

A seven-sided dais dominates the center of the room. Two stone pillars rise from it, and a round brass gong hangs between them. Angular runes cover the surface of the gong.

Three skeletons lie on the floor between the door and the dais. Dust covers the unmoving bones thickly. They do not seem to be Undead.

Seven arrow loops, shuttered with stone, pierce the far wall. One of the shutters is open, permitting a narrow sunbeam to shine on the floor.

Encourage the PCs to examine the skeletons and describe what they find.

Two of the skeletons were clearly Orcs. Their oddly dense bones are partially concealed by the leather tunics, trousers, boots, and helms they wore. Their belt packs each hold 20 feet of rope, lock picks, and the remains of rotted food. A sheathed dagger was strapped to the left arm of one Orc; the other carried his weapon, also a dagger, in his right boot.

The third skeleton is swathed in an Elven cloak. When this covering is removed, it is clear that the individual was in fact a Silvan Elf. He wore tunic and hose of the same shimmering grey fabric of his cloak. A silvery pin in the shape of a mallorn leaf indicates that he was one of the Guardians of Lórien. His long bow rests by his side, while his long knife is still clutched in his bony hand, its blade thrust between the ribs of one of the Orcs.

His pack holds 50 feet of Elven rope, a loaf of lembas (which is edible, even now!), a flask of miruvor, a small tent, and a roll of parchment.

Smart PCs will examine the rolled parchment. It proves to be a letter. Unfortunately, the salutation was the outermost portion of the roll and is partially destroyed. Read the letter to the PCs. It is in Westron (the Common Speech).

...by your gift...friend and sometime minstrel in the...Homely House, to Elrond Peredhil...of Imladris, greeting.

As you have charged me with the honor of reporting any of my findings on the Glory of the Dark, I now direct this missive to your attention.

The connection binding that power to the strange lodestone I discovered long ago is confirmed.

So too is the place of his dominion. All rumors, all clues, all hints lead to Mirkwood, foul and noisome even after the Necromancer's departure.

I shall forthwith direct my steps east to the shadows of that forest. All further knowledge shall be yours, so soon as I find a reliable messenger.

Given under my hand on the banks of Anduin the Great this VIII day of the month Thrimidge in the year of 1343 by Shire Reckoning.

The runes on the gong are the same Angerthas Moria found on the standing stone outside. Luckily, the message is the more standard start-to-finish (Praise Eru!). Encourage Gallind and Rilwen to read them to their friends.

*When the Khazâd only strikes my chin
Friends' hearts shall fill with might and power
While the sinews of foes grow slack, and they cower
Minions of Night lose all thought in their fright
Their magic falters, their weapons droop
Until the echoes dim and die, when the striker pays the forfeit*

If the PCs have already conversed with the rainbow's daughter (moved through the sequence THE RAINBOW'S DAUGHTER), you may wish to go directly to page 75 for stage 2 of the sequence "SWISH, SMACK! WHIP CRACK!" just after they leave the observation chamber. Do this especially if you think they will not return here once they leave the room.

- Otherwise, when the PCs return to the spiral stair, go to Room 8. (floorplan on p. 64)

GM NOTE

The gong must be struck by a Dwarf for its magic to occur. It merely vibrates with a low, mellow tone if sounded by Elf, Man, Hobbit, Orc or Troll. When struck by a Dwarf, no more than 7 times in a week, the following effects are triggered:

- Resonance is heard everywhere within a 7-mile radius
- +1 *Melee OB* and +1 *Missile OB* and +1 *Magical bonus* for 7 rounds to any Dwarves and any Dwarven allies within hearing
- Stuns (no action can be taken by a stunned foe) for 1 round any servants of the Dark Lord (Orcs and Trolls) within hearing
- Cancels any spells cast by servants of the Dark Lord in the round following the sounding of the gong
- Inflicts 21 points *damage* on the Dwarf who strikes the gong—he or she experiences this as the onset of sudden fatigue

What if the PCs want to strike the gong before they've even met the rainbow spirit? Not to mention been attacked by Orcs!

Of course, you should discourage the adventurers from such a reckless and ill-judged course.

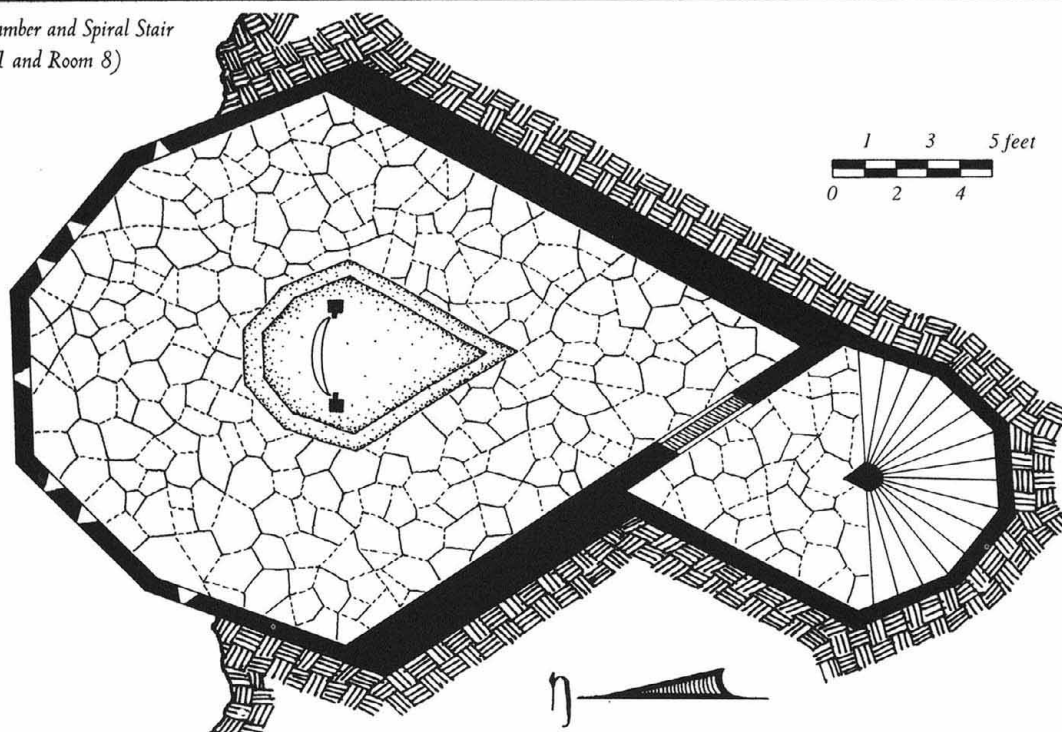
And this is fairly simple to do. If they get ready to sound the gong before reading the runes on its surface, suggest: "You may wish to read the runes on the gong. You don't know what it might do, if it's magical. For all you know, it might turn the striker into a frog!"

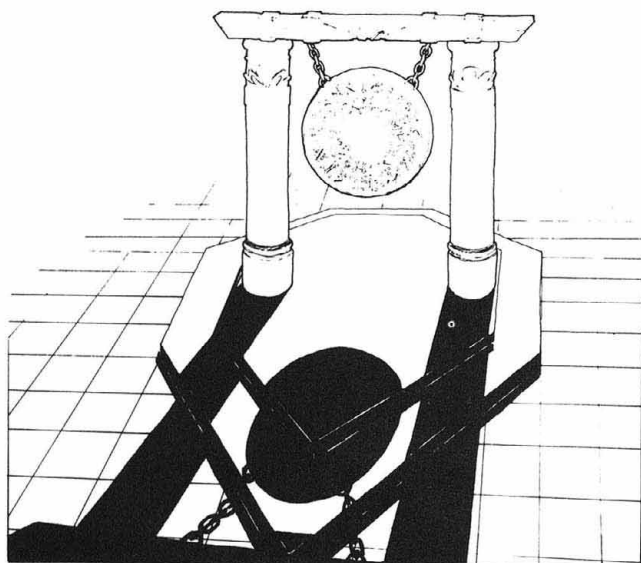
If they've read the runes, dwell on the words "*when the striker pays the forfeit.*" What might this forfeit be? Death? Or something worse?

If the PCs sound the gong in spite of your tactful suggestions, don't let it ruin the adventure. Remember that the knell only interrupts Moraglar's control of his lodestone for 1 round. If the rainbow's spirit isn't quick enough (and you can decide that she is not), she will remain trapped. (Although she'll admit that she almost escaped, if the PCs talk to her later.) Remember too that only Gláin can call forth the magical effects. And do give him the 21 points of damage if he does so prematurely!

If you have the reverse problem later on, when the Orcs attack, remind the PCs of a different phrase: "*Friends hearts shall fill with might and power.*" The forfeit can't be that bad if the gong is intended to help travelers using the refuge!

Observation Chamber and Spiral Stair
(Room 11 and Room 8)





GM NOTE

What happened in the observation chamber? Where did those skeletons come from? GMs generally feel more comfortable knowing the background for these types of situations. That way, if clever players find a way to uncover a mystery that you thought they wouldn't solve, you have something to tell them!

Tolman, Sr. stopped in Lórien before he pressed onward to Moraglar's citadel. His letter to Elrond was conveyed across the Misty Mountains by one of the Guardians of the Wood—Tuiligon (S. "Swift-power").

Tuiligon, stumbling on the curiously enrured standing stone of the hidden refuge, decided to investigate the mystery. He solved the riddle with some difficulty (the Elves of Lórien hear Quenya less frequently than do those of Rivendell) and opened the secret portal.

Unfortunately, a pair of Orcs who had been trailing him with an eye to ambush, saw him enter. They followed him, and a fight ensued. Tuiligon killed them both, but was grievously wounded himself. He perished even as he tasted victory.

A Stone-giant closed the refuge portal by stubbing his toe on it!

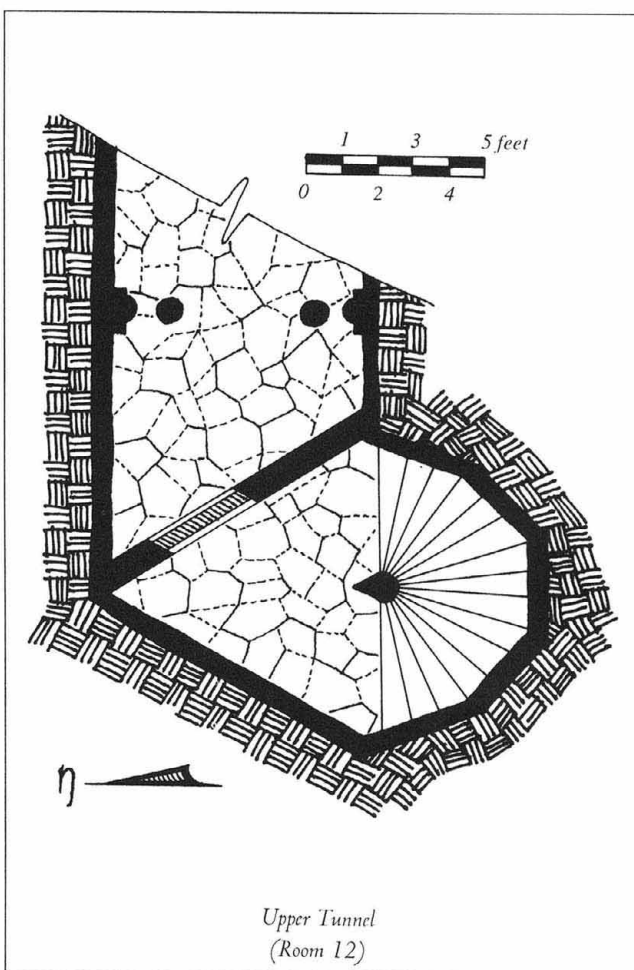
This stage describes the tunnel (Room 12) behind the eastern secret door on the fourth landing.

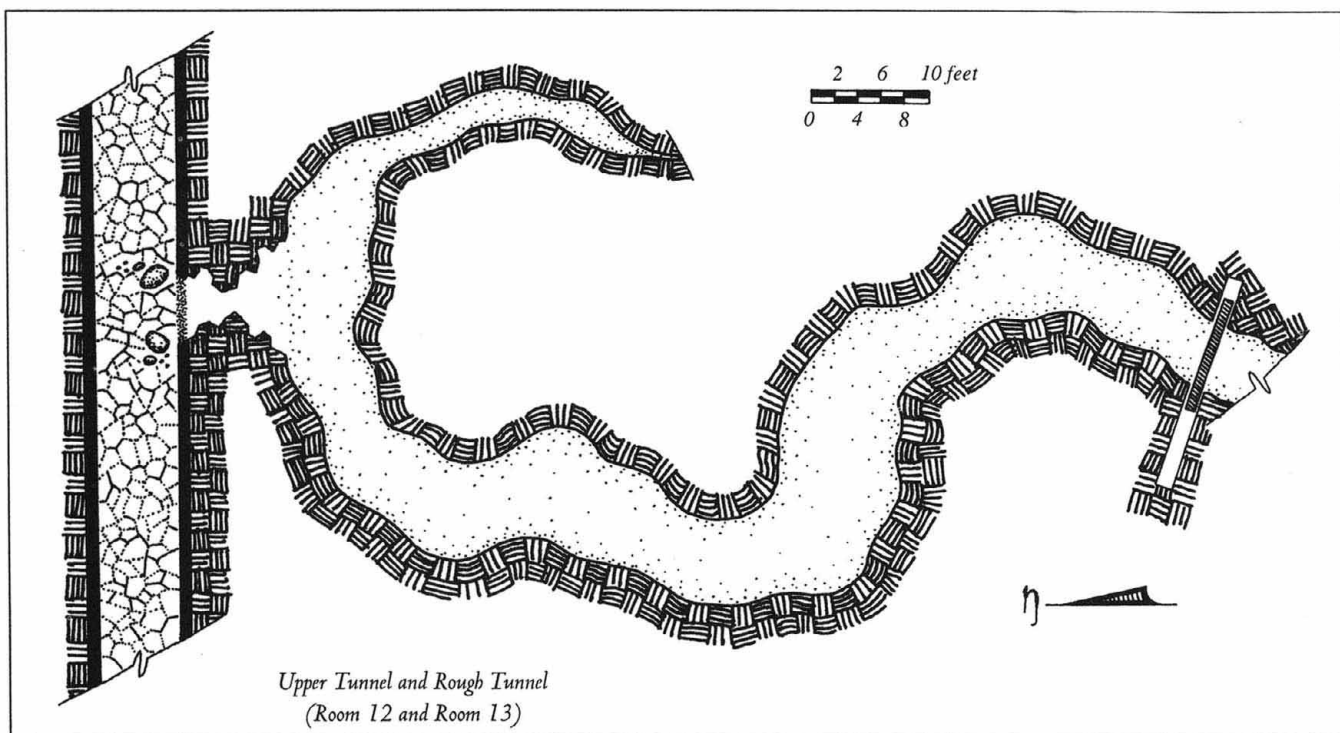
On the other side of the door, a tunnel runs to the east. Its level floor and well-plumbed walls are similar to those of the lower tunnel. Fortunately, the air is drier, and no mold makes the stone slippery.

A mere ten paces from the door there gapes a ragged opening in the right wall of the tunnel. Rubble and dust litter the area as though an explosion created the gap. And a twisting passage winds away from the breach.

The tunnel continues past the disorder, its floor slanting slightly down.

- If the PCs pass into the rough gap, go to Room 13. (floorplan on p. 69)
- If the PCs return to the spiral stair, go to Room 8. (floorplan on p. 64)





13

This stage describes the rough tunnel (*Room 13*) opening from the upper tunnel (*Room 12*) behind the eastern secret door on the fourth landing.

The first few feet of this passage are very rough indeed. Someone hued the channel through the rock with little care for good craftsmanship or esthetics. Ugly gouges mar the rock faces, and the footing features numerous protrusions and irregular divots. You'll trip if you don't watch each step.

The difficult footing ends abruptly as the passage joins a natural tunnel carved by running water through soluble limestone. It is now dry, but the shimmering curtains of translucent rock remain, draping the undulating walls of this narrow crack.

The surface underfoot is smooth, but coated with a coarse powdering of eroded limestone. It would hold footprints well. Perhaps you could discover who created the connection between this old stream channel and the Dwarven tunnel.

The PCs must succeed at a *Perception* Δ6 maneuver to notice the tracks in the limestone powder. If one of them obtains a total of 13 or more, that character will realize that the prints are Orc tracks. If they follow the tracks, describe what they find.

The passage curves before you, always with the telltale scuff marks in its dusty floor. After perhaps a dozen paces, you hear a clanking noise ahead.

You come around a sharp bend in time to see the blank wall where the passage ends sliding to your left. Is it opening?

No. The wall has stopped moving. It was closing, and now rests immovably—a massive slab of granite with no sign of knob or keyhole or hinge.

And the creatures who made the scuff marks are on the other side. Something tells you they may not be friendly!

The wall is, of course, really a door, but there is no means to open it from the side where the PCs stand. On the other side, a pulley connected to the sliding door by a massive chain enables four Orcs to open the portal using an iron wheel.

The adventurers cannot get to the Orcs at this point in time, but they stand warned that they are not alone in the refuge.

- When the PCs return to the Dwarven tunnel, go to *Room 12*. (floorplan on p. 68)

GM NOTE

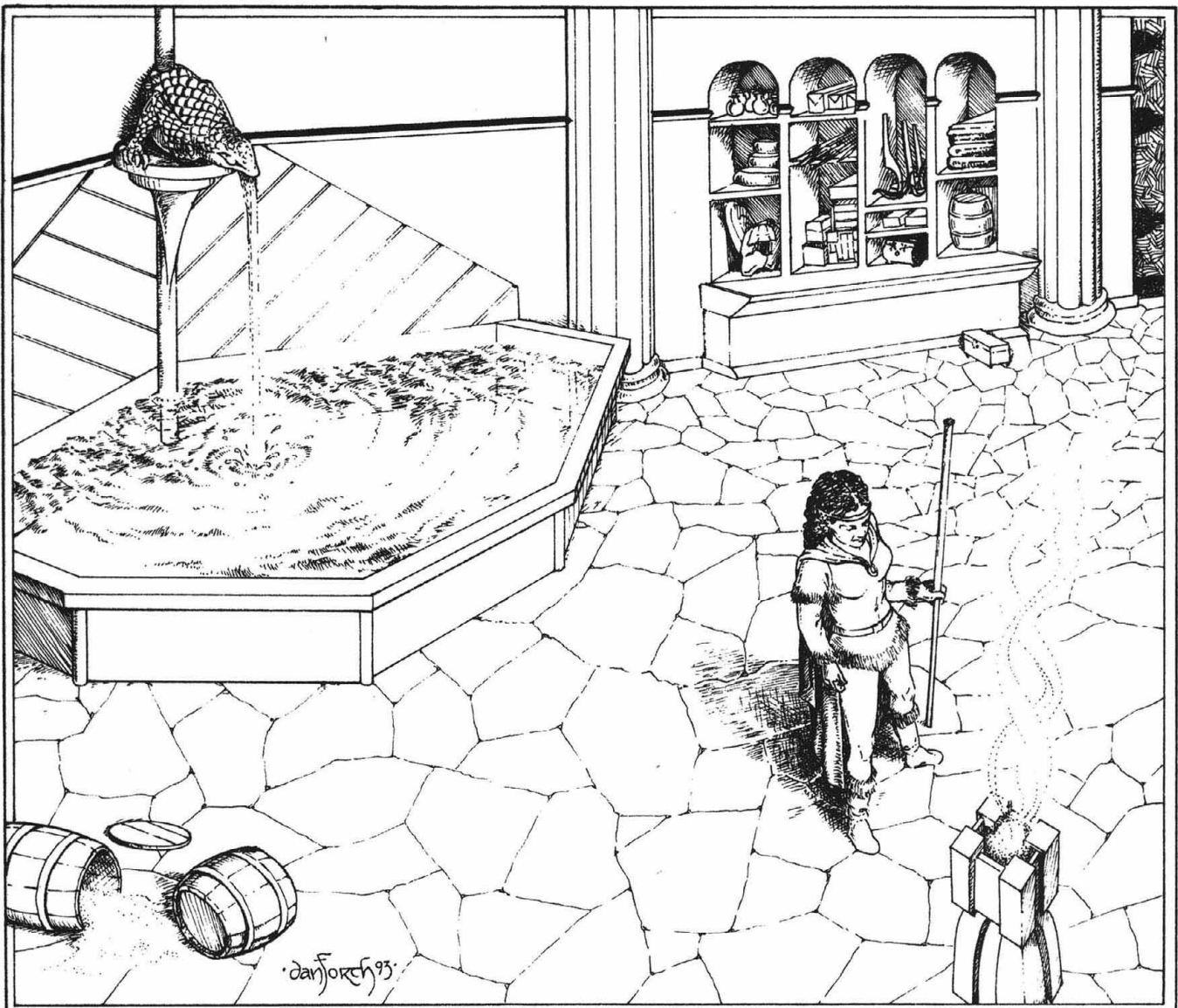
The Great Goblin, who rules the Orcs living under this portion of the Misty Mountains, has been aware for some time that the Dwarven refuge exists. He didn't know exactly the layout or the purpose of the refuge. But he didn't like the idea that tunnels existed where his rule could not be felt. (The enruned stone was no help—Orcs don't read and write.)

His scouts sniffed and poked around the area. Eventually they surmised that one of their own tunnels ran very close to the inaccessible passages.

Mining operations were started. Orcs can be very efficient, and this bunch broke into the Dwarven passage a few days after they started tunneling.

Now they maintain a guard at the end of their excavation. They intend to use the refuge as a trap—travelers who shelter there can be ambushed when they least expect it.

Orcs are leery of daylight. Additionally, they expect travelers to enter the refuge at evening in order to pass the night. When the PCs arrive around noon, the Goblins are a little slow in responding to the opportunity! Thus the adventurers have time to explore before they are attacked.



THE RAINBOW'S DAUGHTER



She is weeping bitterly, but silently, her face buried in her hands and her shoulders shaking.

Her hair is silvery blond and reaches nearly to her feet, falling in waves and curls like gossamer strands of silk. One storm-blue and translucent sleeve peeps out from under her full cloak. This marvelous garment appears to be made almost of light itself rather than fabric. It quivers and floats on the still air in the wellhouse while the entire spectrum of colors chases across its shifting rainbow folds. One edge is weighted down by a black stone—one and a half inches in diameter and placed on the cape's hem.

Should you comfort this grief-stricken maiden? Or would you be interrupting a private distress? What do you do?

Of course, the proper (though perhaps difficult) thing to do is to inquire into the cause of the maid's distress and to offer assistance.

However, the PCs may choose to finish exploring the Dwarven ruins before they embark on conversation with this weeping stranger.

- If the PCs approach the rainbow's daughter, go to stage 2.
- If the PCs continue exploring, return to the previous sequence "HOLLOW HALLS":
 - If the PCs enter the area containing the remains of the western defensive wall, go to Area 1. (map on p. 50)
 - If the PCs enter the area containing the remains of the eastern defensive wall, go to Area 2. (map on p. 51)
 - If the PCs enter the area containing the remains of the gatehouse, go to Area 3. (map on p. 53)
 - If the PCs enter the vicinity of the standing stone, go to Area 5. (map on p. 58)

GM NOTE

Kalamirë is Quenya for "Light-jewel," a term sometimes used by the Elves to refer to a rainbow. The rainbow's daughter is a light-spirit (a servant of the Valië Varda) and does not truly have a proper name. Nor can she explain her nature to others. She can merely describe her existence.

Usually filled with child-like exuberance, she flits from a break in clouds over the Misty Mountains to another shedding light on the Shire and then back to a rain storm lashing Mirkwood. The winds, the rain, the violence of the great outdoors exhilarate her. She dances everywhere she goes, shedding prismatic light for as long as the sun shines through moisture in the air.

She has two forms: rainbow fana and maiden fana. Her powers in each fana differ somewhat. They are described below.

Rainbow Fana

Her rainbow form is so unusual that stats are not a very useful way of describing it. Instead, we will simply list its abilities:

- She is made of light and has no true corporeal form.
- She cannot be physically harmed.

- She may be affected by some spells—those influencing mental abilities or awareness.
- Her *Magical bonus* is 18.
- She can leap from place to place over many miles distance, so long as both light and water vapor are in the air at both locations (legends tell of places where the stars were so bright that a rainbow was created by night).
- When the rainbow leaps, she may carry with her anyone she touches.

Maiden Fana

Strength	1	Missile OB	-2
Agility	1	General	2
Intelligence	2	Subterfuge	0
Movement	1	Perception	5
Defense	4	Magical	6
Melee OB	-3	Endurance	30

Spells: Concentration (3), Item Analysis (3), Clairvoyance (5), Healing (4), Luck (5), Protection from Magic (4), Calm (4), Charm Animal (5).

Item: Rainbow Cape—adds +3 to her *Defense bonus* (her DB is +1, so her total is +4); permits her to see anyone she encounters in his or her "true colors"—she knows their disposition and nature; both of these functions are inhibited by Moraglar's lodestone, which is why she is so confused.



As you move toward the stranger, she drops her hands. Her eyes are sky blue and not reddened in the least by her tears. It is not clear whether she is looking at you or through you.

"I am trapped," she sighs softly. "The winds of the heavens, the soft shimmer of the moon as I pass her by on a summer night, the diamond glitter of the stars in my wake, the soft caress of a rain cloud—how could he exile me from such delight?" Her voice is faint and wistful. She stretches her arms toward you. "I want to go home! Oh, but I long for the sky!" She gestures toward the black stone resting on her cloak. "His anchor holds my colors. It weighs me down and binds me. I shall never be free. Never dance in a waterfall again." She covers her face again, and her shoulders shake.

What should you do?

If one of the PCs comes close to the maid and touches perhaps her hand or her arm, the rainbow's daughter will become aware of the adventurers. Until then, she will alternate between weeping and musing aloud about her captive state.

- *When an adventurer touches the maid, go to stage 3.*

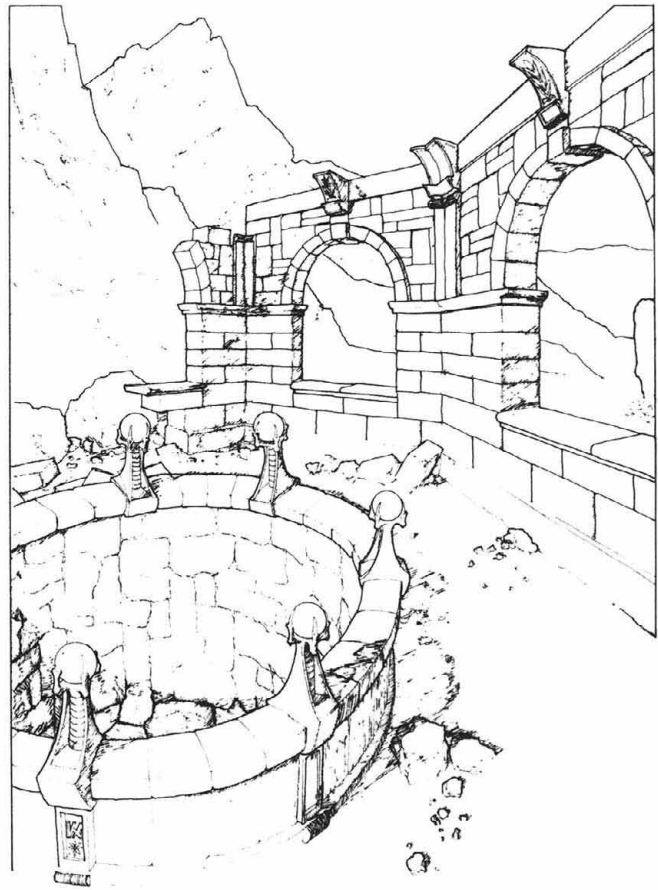
She starts, drawing a quick breath in, and her eyes widen. "I did not see you! A shadow covers my vision. Who are you? Mean you harm?"

She shrinks away from you (*the PC touching her*), but seems to forget that you are present when her skin no longer feels your touch.

"Dreams, creatures from a nightmare," she murmurs. "What matter? 'Tis not monsters I fear, but the loss of all joy. When only the tears remain, I shall die."

The PCs must not only touch the rainbow's daughter to obtain her attention, they must retain contact to retain her awareness. This is not too difficult—although Kalamirë (the Elves' name for her) shrinks from the PCs, she makes no real effort to elude them.

- *When the PCs touch and retain contact with the rainbow's daughter, go to stage 4.*



GM NOTE

The lodestone pinning the rainbow's daughter to the ground is attuned to Moraglar, a lieutenant of the Dark Lord. Its powers are listed below:

- Continuously prevents the casting of spells requiring 9 or fewer points (within a 9' radius)
- Moraglar may cast 1 spell each day without taking damage points
- Once a day, Moraglar may command the stone to gain heaviness; it will then grow heavier in direct proportion to any force exerted to move or shift it; it cannot be moved; it will remain heavy until released by Moraglar
- If Moraglar leaves the stone and travels to another location, from afar, he may:
 - a) command the stone to gain heaviness
 - b) see and hear all that transpires within range of the stone, as though he were present himself
 - c) cast spells which take effect as though he were present at the stone's location

She is startled all over again. "Not a dream then. Mean you harm? I am helpless. Have your will of me. It matters little." You can barely hear her.

Encourage the PCs to reassure her.

"How would you help me? The Glory of the Dark will have every victory. And leave you bleeding on the field of battle." She sounds wondering, although her tone is too ethereal to possess the sharpness of true skepticism.

Provided the PCs manage to keep the maid's hand, they should be able to extract Kalamirë's story from her. (They may discover that grabbing a handful of her cloak has the same effect as holding her hand—that of keeping her attention.) She is not able label herself for them (i.e., the rainbow or the rainbow's daughter), but she can describe her life, mention the name the Elves' have for her, and recount her encounter with Moraglar (the Glory of the Dark).

Should the PCs try to remove the lodestone from her cape, they will find themselves unable to even budge it. If they pull too hard on the garment, Kalamirë screams in pain. Her cloak is a part of her essence, not truly a covering like most folk's clothing.

The solution to Kalamirë's dilemma lies in the Dwarven gong located in the observation chamber (Room 11) of the refuge. Its sound will interrupt Moraglar's connection with his lodestone long enough for the rainbow to leap into the sky again.

Encourage the PCs to take a break from their attempts to help Kalamirë. Suggest that they finish exploring the ruins. Something might turn up. As Thorin Oakenshield said to Fili and Kili: "There is nothing like looking . . .!"

• *When the PCs resume exploration, return to the previous sequence "HOLLOW HALLS":*

- *If the PCs enter the area containing the remains of the western defensive wall, go to Area 1. (map on p. 50)*
- *If the PCs enter the area containing the remains of the eastern defensive wall, go to Area 2. (map on p. 51)*
- *If the PCs enter the area containing the remains of the gatehouse, go to Area 3. (map on p. 53)*
- *If the PCs enter the vicinity of the standing stone, go to Area 5. (map on p. 58)*

"SWISH, SMACK! WHIP CRACK!"

Three conditions should be met before you let the Goblins descend on the PCs:

- 1) The adventurers have encountered Kalamirë in the wellhouse (Area 4) and learned of her entrapment by the Glory of the Dark.
- 2) The PCs have discovered the observation chamber (Room 11) and read the runes on the gong there.
- 3) The PCs are located within the refuge, relatively near to the gong, when the Goblins attack.

Three other conditions are desirable, but not necessary:

- 4) The PCs have thoroughly explored the refuge.
- 5) They have obtained the items from the Elven skeleton in the storage chamber (Room 10), including the letter.
- 6) The PCs are located on the uppermost landing of the spiral stair (Room 8) or in the upper tunnel (Room 12) when the Goblins attack.

• *When at least the first three conditions have been met, go to stage 2 for the Goblins' attack.*



GM NOTE

Because the PCs are free to explore the different chambers of the refuge in any order they please, it may not be obvious when the Orcs should attack.

For example, what if the adventurers explore the refuge thoroughly before they follow up their encounter with the rainbow spirit? And then, they don't return to the refuge, but set up camp next to the wellhouse. Should the Orcs attack them there?

Probably not. Sooner or later, somebody is going to return to the observation chamber to experiment with the gong or the brazier. When that individual or group reaches the fourth landing, have the Goblins arrive. Let the PCs call for help so that the remaining characters out by the rainbow can come rushing to the rescue.

The second batch of Orcs should attack just as these reinforcements arrive. From that point, you can play the sequence "SWISH, SMACK! WHIP CRACK!" as it's presented.

As you can see, you'll have to use some of your own judgement and intuition for this part of the adventure. And I'll guess that you do a great job! Remember, you've GMed three adventures before this one. You have enough experience to start trusting your hunches, to adjust these programmed scenarios to suit your own style and your unique group of players.

2

Initially four Orcs attack the PCs. They should seem defeatable, and thus not provoke the group to extreme action—such as striking the gong or fleeing in terror along the upper tunnel (Room 12).

Describe the circumstances surrounding the arrival of the hostile Orcs. You will have to create this description, since it will be unique to your players. Then describe the foremost of the foes.

The Goblin to reach you first wears a chain-link shirt and carries a sinister battle axe. His eyes have a red gleam, and he snarls a few words in an unintelligible language. Then he's close enough to swing his weapon, and you have no more time for observation! Its time to wield your own blade!

Use the **COMBAT** sequence on page 25 of *The Guidelines* from the **LOR** box.

It is likely that the PCs will defeat these four Goblins. However, before they have time to catch their breath or heal any wounds from the first attack, a second wave of Goblins—this time six of them—descends.

If the PCs defeat the second batch, give them a brief hiatus and then don't hesitate to bring on a third or a fourth or a fifth bunch of foes, each larger than the last.

Use the **COMBAT** sequence as many times as necessary.

At some point, the PCs should begin to feel overwhelmed. If they don't remember the hint of help promised in the gong's runes, remind them!

- *When the PCs strike the gong, go to stage 3.*

GM NOTE

You'll need stats for those attacking Goblins. Here they are!

Dagog

Strength	2	Missile OB	1
Agility	1	General	3
Intelligence	0	Subterfuge	1
Movement	0	Perception	1
Defense	2	Magical	-7
Melee OB	5	Endurance	71

Items: Scimitar (+1 *Damage*), iron breastplate, pot helmet.

Galkur

Strength	2	Missile OB	1
Agility	1	General	1
Intelligence	0	Subterfuge	1
Movement	1	Perception	1
Defense	2	Magical	-6
Melee OB	7	Endurance	78

Items: Scimitar (+1 *Damage*), whip (+1 *Melee OB*, +0 *Damage*), leather tunic, pot helmet.

Grath

Strength	2	Missile OB	2
Agility	1	General	1
Intelligence	0	Subterfuge	-1
Movement	0	Perception	1
Defense	3	Magical	-8
Melee OB	5	Endurance	73

Items: Broadsword (+1 *Damage*), plate iron hauberk, pot helmet.

Zurga

Strength	2	Missile OB	1
Agility	1	General	1
Intelligence	0	Subterfuge	-1
Movement	0	Perception	1
Defense	4	Magical	-9
Melee OB	8	Endurance	95

Items: Scimitar (+1 *Damage*), plate iron hauberk, close helmet, target shield.

Rulgor

Strength	2	Missile OB	1
Agility	1	General	-2
Intelligence	0	Subterfuge	1
Movement	0	Perception	-2
Defense	3	Magical	-8
Melee OB	9	Endurance	83

Items: Broadsword (+1 *Damage*), iron breastplate, pot helm, target shield.

Narag

Strength	2	Missile OB	1
Agility	1	General	1
Intelligence	0	Subterfuge	-1
Movement	0	Perception	1
Defense	2	Magical	-7
Melee OB	6	Endurance	76

Items: Battle axe (+2 *Damage*), whip (+1 *Melee OB*, +0 *Damage*), chain tunic, pot helm.

There are stats for only six Goblins here, but the scenario calls for hordes. What gives? You don't need 34 different sets of stats for Goblins, that's what. They are all variations on a theme, so reusing these six is quite okay. Don't let the players suspect, however. If you use different names for the same stats, they'll never know!

Here are some more Goblin names: Ilzag, Rubal, Ilthuk, Garak, Urgish, Narluga, Zolg, Brisha, Nagog, Balkur, Gruth, Zorga, Bulgur, Zarag, Ulzug, Zibul, Ilguk, Snathak, Ulgash, Zarlaga, Nolg, Zirash, Magog, Ralgor, Brath, Nurga, Zalgar, Barag.

3

Describe the gong's toll and how it makes the PCs feel.

A low, resonant sound fills the air. Your muscles are suddenly flooded with new strength, and your enemies are cowering. The gong's knell grows deeper and louder. You feel almost as though an army has arrived to join your side.

Tell the players to temporarily add +1 to the *Melee*, *Missile*, and *Magical OBs* of their characters.

Allow the PCs to strike one more blow each before the rainbow arrives. You don't want them to feel utterly incompetent, if they choose to leave with Kalamirë.

- Then, go to stage 4.

4

The gong's knell has interrupted Moraglar's control of his lodestone. The moment it looses its weight, the rainbow flips it off of her cloak and leaps into the air. An arch of colored light springs from the well where she sat to the cliff face of the refuge.

Red and green and indigo light streams through the open loophole in the observation chamber. Where it meets the floor, a maiden is dancing. Her hair swirls around her lithe form like a cape, and her face is so bright that you hardly recognize Kalamirë.

She twirls and sways to some lively, but unheard, melody. "Blessings! Blessings! Blessings on you all!" comes her voice, clear and bell-like. "Shall I carry you on a journey through the sky? Past sun and cloud? Near breeze and bird? To Anduin, I shall bring you! Take my hands, one and all!"

She holds out her arms and smiles.

What do you do?

- When the PCs take Kalamirë's hands, go to page 79 for the next sequence: "WHERE THE SUN SAILS."

GM NOTE

What if *your* PCs are not interested in the rainbow's offer of a free ride? What should you do?

That depends on why the PCs are reluctant. Maybe they are such awesome warriors that, with the strength imparted by the gong, they feel quite certain of vanquishing the last Orc in sight. The Great Goblin can't have an infinite supply of troops, after all. And besides, they don't want to leave all their supplies—down in the storage room—behind!

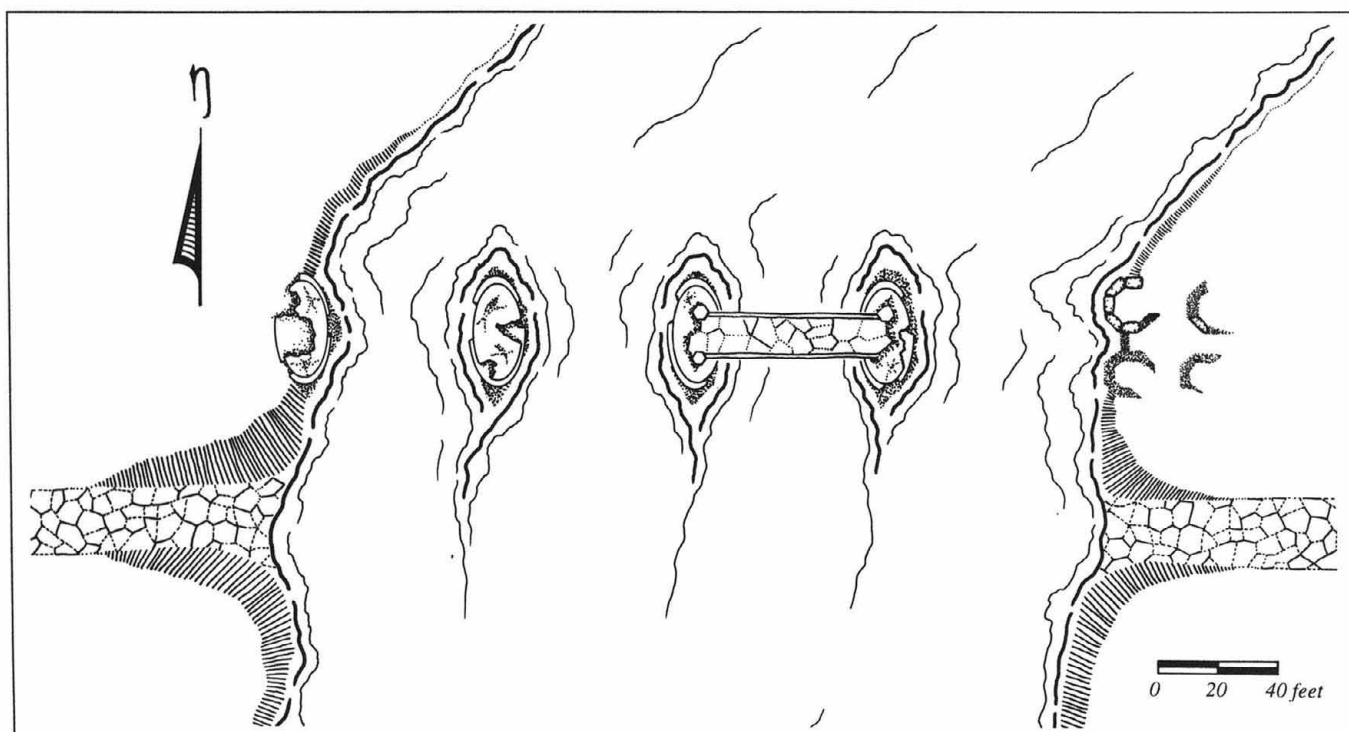
In such a case, let the adventurers have their cake and eat it too. They are only being sensible and deserve to be rewarded. Kalamirë will dance by the loophole while the PCs finish off the last Orc or two and gather their belongings. Then she will transport the whole kit and caboodle to the Anduin Vales.

What if the PCs insist on crossing the rest of the Misty Mountains under their own steam? Unless you want to kill them all (not a very entertaining option), you will simply have to let them have their way. But they should have to pay a penalty for their stubbornness. Perhaps you can have the Orcs force them slowly into the upper tunnel (*Room 12*). Once there, the re-doubled

fury of the Orcs' attack could force them to flee, leaving their ponies and much of their gear behind. They emerge from the tunnel knowing that they must keep going unless they wish the Orcs to catch up with them when night comes. (The Goblins will not travel outdoors by day.)

Since the refuge is located relatively near to the eastern side of the mountain range, the PCs have at most a week's more travel before they descend to the Anduin Vales. They may have to fend off the Orcs on their trail several times, but should escape at last. Use the action sequences **FLEEING AN ENEMY** and **RETREATING FROM A SITE** (from *The Guidelines* in the **LOR** boxed set) as necessary.

Allow the PCs to come to the bank of the Anduin River at the Old Ford (Athrad Iaur) or at the Carrock (more difficult since the ford there connects only to the east bank) where Bilbo and the Dwarves crossed many years before. Encourage them to cross the river. Perhaps they spy smoke from a chimney on the eastern horizon. The first encounter they have will be with the Beornings at Muidwe Garmenegild, the manor where the rainbow's daughter would have left them.





“WHERE THE SUN SAILS”

Describe what the adventurers experience when Kalamirë clasps their hands and carries them into the heavens.

The hands of the rainbow's daughter are cool and smooth, like silk or feathers or the spring breeze. Light surrounds you as though you had stepped into the heart of a diamond. Shafts of gold and purple and crimson stream away from you, shifting, crossing and uncrossing to create all the hues in the spectrum.

Suddenly, you are moving, rushing upward through the air with the wind in your face. The sun dazzles your eyes, and your cloak of colors falls away. Instead, thousands of glittering sparks—silver and pure white light—form an aura as you soar. The sky flashes by so quickly, it seems almost a streak of blue linen. And then you are falling, plunging headfirst to the earth. Vales of green, dotted by woodlands and traversed by a river's bright current, span your gaze, then slip away as a meadow rises up to fill your field of vision.

Next you are standing, set lightly on your feet, and wondering if your dizzying flight were but a dream. The scent of sweet clover permeates your first breath, and the steady hum of bees at work drones in your ears. The arch of a rainbow splashes down nearby, and in its light Kalamirë is dancing.

“A storm over the sea is calling, calling,” she chants, “calling my cloak of colors to its winds and rains and churning clouds. Thither am I soaring, to spin rays of azure and indigo among the nets of light and shadow. Yet, should thee miss my footsteps, spin a crystal by the flame. My cloak shall hear thy rainbow song and bear me thither then.”

And she's gone. The afternoon sun catches a fading crescent of yellow and green before the sky returns to its unbroken cerulean hue.

Something sparkles in the clover at your feet. It looks like a large raindrop, but it is made of crystal rather than water. The rainbow's daughter has left it as a gift. Perhaps Kalamirë truly will return if you need her again.

GM NOTE

The crystal left by Kalamirë has special properties. The PCs may well be the only persons in Middle-earth to possess such an item. It is not very often that a rainbow is in need of help such as the adventurers have rendered in “OVER THE MISTY MOUNTAINS COLD.”

When the crystal is spun in the light of a fire—or the sun or a lantern or any light source whatsoever—shafts of colored light shine from its tiny facets. And Kalamirë will know, wherever she is, that her friends want her presence.

Of course, if atmospheric conditions are not suitable, she will not be able to travel to them. There must be some moisture in the air, as well as enough light.

Even if conditions are right, the rainbow may be so involved in something else that she cannot help her friends. This means that you, the GM, have some discretion. If you think the PCs are calling for help when they don't need it, Kalamirë will simply not respond to the summons of the crystal. On the other hand, if the PCs are in over their heads, you can remind them of the rainbow's gift.

Now it's time to wrap things up. (Unless, of course, the night is young, and you're eager to press on to the next adventure: “BEFORE THE GOBLINS”).

The PCs are safely over the Misty Mountains, all in one piece and with a lot of new information and knowledge. They deserve some congratulations—and some *experience points*!

In addition to *EPs* for specific *maneuvers*, spells, and ideas, the PCs should get 50 points each for good planning in “A SHORT REST.” Surviving the thunderstorm and the Stone-giants in “OVER HILL AND UNDER HILL” is worth 125 points per character. And the events of “DUNGEONS DEEP AND CAVERNS OLD” should net the PCs 325 points each.

Add up all the *EPs* the adventurers have earned and hand out the totals.

And then set a date for another evening's or afternoon's worth of role playing. The Glory of the Dark—Moraglar—is waiting!

The End

The Adventure Goes On!

Look for sequel adventures once you've survived this one victorious! Two more scenarios for the *Lord of the Rings Adventure Game* take your characters across the mighty river Anduin and into the dark eaves of Mirkwood.

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MIDDLE-EARTH ROLE PLAYING, *Second Edition*, is the complete role playing system for the experienced gamer looking for a more complex, exhaustive set of rules. If you liked *Lord of the Rings Adventure Game*, but now want to know more about races, magic, and monsters, this is the perfect next step up! *MERP II* contains character templates for quick start-up, a bestiary of the creatures unique to Middle-earth, spell lists and guidelines for magic use, and an extensive glossary of peoples: Dúnedain, Beornings, Northmen, Rohirrim, Noldor, Sindar, Hobbits, etc. (*MERP II* will be available in the fall of 1993.)



There was a crash on the door, followed by crash after crash. Rams and hammers were beating against it. It cracked and staggered back, and the opening grew suddenly wide. Arrows came whistling in, but struck the northern wall, and fell harmlessly to the floor. There was a horn-blast and a rush of feet, and Orcs one after another leaped into the chamber.

How many there were the Company could not count. The affray was sharp...

— J.R.R. Tolkien, *The Fellowship of the Ring*, page 422*

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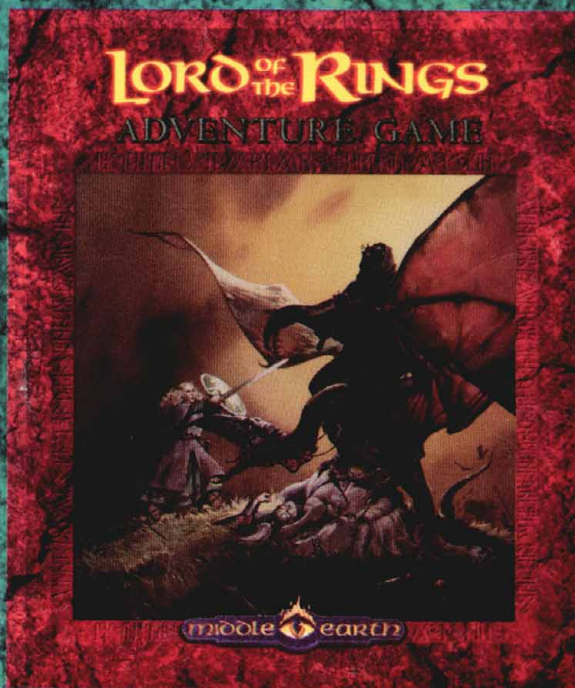
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